Ani Srikanth

/animanny
ani.srikanth@mail.utoronto.ca
/in/AniSrikanth
animanny.com

Education

The University of Toronto - Computer Engineering
Bachelors of Applied Science • Expected Graduation: 2022

Skills

Languages: Java, JavaScript, Python, HTML5/CSS3, C, C#
Technologies: Git, Node.js, App-Script, Express.js, Spring Boot, Splunk

Experience

Intuit, Software Development Intern — May 2019 - Aug 2019

- Developed for a new line of products for the TurboTax Live team that connects tax filers with professional accountants who review, assist, verify and/or complete customers' tax returns
- Designed and developed a REST endpoint in Spring that would use DocuSign API to generate, auto-populate, and present tax forms onto a page for users to digitally sign and authenticate tax professionals
- Built a Python command-line tool for the development team that integrates with Github to automate the large and repetitive check-ins of code that occur every year for a period of four months due to the yearly changes in tax rules

Google, CSSI Coursera Course Teaching Assistant — May 2019 - Aug 2019

- Instructed a cohort of 40 university students from schools across North America through a 2-month Algorithmic Toolbox course organized by Google and hosted by the University of California San Diego
- Discussed concepts that create more time and space-efficient algorithms such as Big O notation, greedy algorithms, and divide-and-conquer

FRC Team 4308 Absolute Robotics, Software Lead — Sep 2014 - June 2018

- Headed the team's software subteam and championed the use and teachings of Github for code collaboration and storage, as well as taught the basics of object-oriented programming concepts to new members
- Implemented Java Worcester Polytechnic Institute Library, and OpenCV to increase autonomous scoring by 200%
- Strengthened team reputation by qualifying for provincials and the world finals for the first time in team history, winning the titles of provincial division finalists and world division semifinalists in the process

Project Cipher Inc., Executive Director — Sep 2015 - June 2018

- Led a local code community designed to complement the computer science curriculum in high schools with modern industry technology
- Organized hackathons, TED Talk-style events, and workshops teaching HTML, CSS, JS and APIs such as Firebase
- Secured over $50,000 in funding put toward working with over 1000 middle school and high school students

Projects

VR Harry Potter Chess C#

- Awarded with top hack out of the 244 competing teams at Hack the North 2018, the largest hackathon in Canada
- Developed a game inspired by Wizard's Chess from Harry Potter where users play from the perspective of the king in a virtual reality environment and use their voice to command the other pieces around them
- Implemented C# in Unity to build game environment, integrated IBM's Watson API to convert speech commands to text, and built a chess game logic algorithm

Movie Recommendation System and Algorithm JAVA HTML CSS JAVASCRIPT

- Accepted to an online program run by the Google Student Development team
- Developed a recommendation system algorithm in Java that uses user data, ratings, and weighted averages to suggest movies to others based on their viewing patterns