Ani Srikanth

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Skills

Proficient: Java, Arduino IDE | **Intermediate:** Python, C#, HTML5/CSS3, JavaScript | **Novice:** React, Google Apps Script

Creative Production: Adobe Photoshop, Adobe Premiere Pro, Final Cut Pro X, Adobe Lightroom, Unity Game Dev

Technologies: Git, LaTeX, Atom, Eclipse, IntelliJ, NetBeans, AutoCad, AutoDesk Inventor

Experience

Software Lead

FRC Team 4308 Absolute Robotics, Mississauga, ON, SEPT 2014 - JUN 2018

- Programmed **4 robots** to compete in the annual First Robotics Competition
- Used Java WPILIB, 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

Executive Director

Project Cipher Inc., Toronto, ON, SEPT 2015 - JUN 2018

- Led this **local code community** designed to supplement antiquated and dry computer science curriculums in high schools
- Hosted hackathons, TEDTalk style events, and workshops **teaching HTML, CSS, JS** and using APIs such as Firebase
- Raised **over $50 000 in funding** put toward working with over **1000 middle** and high school students

SHAD Fellow

SHAD, Ottawa, ON, JUL 2017 - AUG 2017

- a prestigious summer enrichment program for **Canada's top-achieving high school students**
- spent the **summer at The University of Carleton** developing solutions to the immense amount of energy waste produced in North America
- researched and developed a way to convert pipeline water in industrial plants and housing complexes to **generate an estimated 50kW of electricity** per 2.7 m3/s of water

Projects

Hack The North 2018 Winner

- Placed in the **top 12 winners out of 244 competing teams** at the largest hackathon in Canada
- Developed a game inspired by Wizard's Chess from Harry Potter.
- The player plays as the king in a virtual reality environment
- Used **C# in Unity** to build game environment, **IBM Watson API** to convert speech commands to text, and built a **chess game logic algorithm**

Google Computer Science Summer Institute Coursera Program

- Participated in an online program **run by the Google Student Development team** and powered by Coursera
- 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
- Practiced technical interview preparations, and collaboration with other incoming Computer Science students

Employee Management System

- Designed and built a swing GUI for small business to help manage and **automate HR tasks**
- Utilized object oriented programming strategies for better code organization
- Implemented efficient data structures such as hashing functions to **minimize data parsing time**

Education

Bachelors in Applied Science - General Engineering

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