Ani Srikanth

/animanny   ani.srikanth@mail.utoronto.ca

/in/AniSrikanth   animanny.com

Education

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

Skills

Proficient: Java, Arduino IDE, HTML5/CSS3, JavaScript Intermediate: Python, C#
Technologies: Git, LaTeX, Atom, Eclipse, IntelliJ, NetBeans, AutoCAD, AutoDesk Inventor

Experience

Software Lead, FRC Team 4308 Absolute Robotics   Sept 2014 - Jun 2018

- Programmed 4 robots to compete in the annual First Robotics Competition
- 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

SHAD Fellow, SHAD   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 spearheading 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.

Executive Director, Project Cipher Inc.   Sept 2015 - Jun 2018

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

Projects

VR Harry Potter Chess   `C#`

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

Movie Recommendation System and Algorithm   `JAVA` `HTML` `CSS` `JAVASCRIPT`

- Earned 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   `JAVA`

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