

ANI SRIKANTH

Candidate for B.ASc Computer Engineering University of Toronto

Expected Graduation: 2023

CONTACT

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in /in/AniSrikanth

/animanny

DEVELOPMENT Proficient:

Java Git/Github 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

PROJECTS

WIZARD CHESS https://goo.gl/dFTx59

FINALIST AND WINNER OF HACK THE NORTH 2018

- Largest Hackathon in Canada
- Game inspired by Wizard's Chess from Harry Potter. 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
- Placed in the top 12 winners out of 244 competing teams

MOVIE RECOMMENDATION SYSTEM https://goo.gl/aZhmif

- 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 https://goo.gl/7Qf5q8 DEC 2017

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

EXPERIENCE

SOFTWARE LEAD FRC TEAM 4308 | SEP 2015 - JUN 2018 https://goo.gl/rxYG5v

- Programmed 4 robots to compete in the annual First Robotics Competition
- Used Java WPILIB, and OpenCV to increase autonomous scoring by 200%
- Successfully cleared the regional, and provincial levels to compete in Detroit, MI at the **International World Championships**

EXECUTIVE DIRECTOR PROJECT CIPHER | SEP 2015 - JUN 2018 https://goo.gl/z3TKPd

- 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 | JUL 2017 - AUG 2017

https://goo.gl/Q7Kphj

- 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
- 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