ANISH VANKAYALAPATI

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EDUCATION:

UNIVERSITY OF CALIFORNIA, BERKELEY, CA

BACHELOR OF ARTS IN COMPUTER SCIENCE — *EXPECTED GRADUATION MAY 2021*

- **RELEVANT COURSEWORK:** Data Structures and Efficient Algorithms, Computer Programming, Data Science Principles and Techniques, Multivariable Calculus, Discrete Math and Probability Theory, Linear Algebra
- **CLUBS:** Berkeley Model United Nations, Political Computer Science @ Berkeley

TECHNICAL SKILLS:

- **PROFICIENT**: Python, Typescript, Java, Flask, Angular, Pandas
- **EXPERIENCED**: SQL, C, Dart, HTML, Django, Firebase, Marklogic

EXPERIENCE:

LAWRENCE LIVERMORE NATIONAL LABORATORY

SOFTWARE ENGINEERING INTERN — *MAY 2019 - PRESENT*

- Interning in the Data Lifecycle Management software engineering team building an internal web app for users to upload, access and distribute classified information.
- Gained extensive full stack development experience through working with a tech stack comprising of Angular (TypeScript), Flask (Python), and MarkLogic (NoSQL database). Navigated the technical challenges of utilizing Nginx reverse proxy and Docker containers. Participated in Agile workflow with 2 week sprints and daily standup.
- Implemented WebSocket protocol in the app to reflect real time changes to the data by other users without needing to refresh the webpage. Refactored hundreds of lines of code to switch to an object-oriented design as opposed to the earlier function-oriented version and also worked on bug fixes and HTTP error handling.

DATA SCIENCE DISCOVERY RESEARCH PROGRAM

STUDENT RESEARCHER — *FEB 2019 – MAY 2019*

- Worked on the Humanitarian Data Exchange (HDX) program, a collaboration between Microsoft AI and the UN Office of Humanitarian Affairs that aims to consolidate and standardize humanitarian data to make it accessible.
- Collaborated with 4 other UC Berkeley students to develop a ML model in Python using Scikit Learn that can convert data sets into Humanitarian Exchange Language (HXL) files by automating the data cleaning, feature extraction and modelling aspects of the process.
- Implemented a web-scraper that downloads datasets from HDX and performs EDA on them and designed a Flask API that users can utilize to upload datasets for automatic tagging and download.
- This work was later presented at the 2019 Knowledge, Discovery and Data Mining (KDD) Conference in Anchorage.

POLITICAL COMPUTER SCIENCE @ BERKELEY — *SEPT 2018 – MAY 2019*

- Collaborated with 5 team members to build an app using Flutter and Firebase that scrapes data from congressional websites in order to inform users about the bills their representatives have voted on.
- Coded the backend of the app that pulls JSON files from ProPublica and GovInfo APIs and extracts data like bill summary, cosponsors etc from these files.

BERKELEY MODEL UNITED NATIONS (BMUN)

HISTORICAL CRISIS HEAD CHAIR — *SEPT 2017 - PRESENT*

- Moderate debate between high-school delegates at the annual BMUN conference, encouraging the presentation of innovative solutions, creating intricate crisis situations to challenge them and providing feedback on debate performance and public speaking skills. Created a detailed research guide on the Ottoman Empire before WW1.

PROJECTS:

- Gitlet: Hands-on experience with Java programming and Git by creating a local version-control system utilizing data structures like HashMaps and TreeSets.
- Pied Piper: Coded a Huffman decoding command line tool in Python to decompress a Huffman encoded file.
- Guavabot: Implemented a multiplicative weights algorithm in Python to find bots with unreliable 'spotters'.
- Scheme Interpreter: Coded a Python-based interpreter for the functional programming language Scheme.

HOBBIES:

- Reading Stephen King novels, playing and refereeing soccer, travelling, trying to find good Indian food.