

# Anish G. Krishnan

(408) 666-6313 • agkrishn@andrew.cmu.edu • Cupertino, CA  
anish-krishnan.github.io • github.com/anish-krishnan

## Education

### Carnegie Mellon University

Computer Science and Information Systems  
Dean's List every semester  
Class of 2021 • GPA 3.76

#### Relevant Course Work:

cs231n Convolutional Neural Networks  
15-381 Artificial Intelligence  
10-315 Machine Learning  
16-365 Computer Vision  
15-451 Algorithm Design and Analysis  
15-440 Distributed Systems  
15-210 Parallel/Sequential Algorithms  
15-251 Great Theoretical Ideas in Comp Sci  
15-213 Computer Architecture  
67-262 Database Design/Development (SQL)

## Technology/Framework

Systems	Flask
Virtual Reality	Firebase
Android/AOSP	Leap Motion
iOS	ARCore/Sceneform
MongoDB	Google Cloud Platform

## Languages

Experienced	C
	C++
	Python
	Java
	Golang
Proficient	Functional Programming
	SQL
	JS
	React
	Unity
	Assembly

## Hobbies

Photography  
Filmmaking  
Playing Saxophone

## Experience

### CITADEL Software Engineer Intern (05/20 – Current)

Conceptualized, Designed, and Developed a Distributed System to pipeline large datasets to research teams. Worked in Equities Quantitative Research.  
Skills: Distributed Systems, Algorithms, ETL framework (Extract/Transform/Load)

### CMU 15-210 Algorithms Head Teaching Assistant (08/19 – 6/20)

Upper Division CS course on Parallel and Sequential Algorithms.  
Managing course staff of 20 teaching assistants, working directly with professors. Leading 30-student weekly recitations, creating homework assignments, holding office hours and review sessions.  
Topics: Divide and Conquer, Graph Contraction, Greedy algorithms, Hashing, Sparse matrices, Balanced Trees, and Dynamic programming.

### facebook oculus Software Engineering Intern (5/19 – 8/19)

Conceptualized, Designed, and Developed an Autonomous Simulation Framework for standalone Oculus devices. Core Systems Engineer on VR OS Team.  
Skills: Inter-process Communication, Concurrency, Low-level C++, Algorithmic Thinking.

### CMU Intro to Computer Science Teaching Assistant (08/18 – 12/18)

Taught algorithmic thinking and programming. Led 30-student recitations and review sessions. Topics: Python, Algorithms, Efficiency, Data structures, Testing, Debugging, Recursion

### YAHOO! Software Engineering Intern (05/18 – 08/18)

Designed and Developed an Augmented Reality based Advertising Platform for Android Mail Client using Google ARCore, Sceneform. Built using Java/Kotlin.

### Watchdog Co-Founder (07/16 – 08/17)

Design Patent Pending: Consumer Sensor Based Criminal Inhibition Technique. Developed an alert based criminal inhibition platform to navigate users out of dangerous areas using artificial intelligence and crowdsourcing.

### IBM Almaden Research Center (08/16)

Youngest attendee invited to join the 200 leaders in Silicon Valley at the 30th Anniversary.

## Projects, Awards & Honors

### PennApps – Won 5 Awards [of 100 teams] (02/19)

Echo is an intelligent, environment-aware smart cane that acts as assistive tech for the visually or mentally impaired. <https://devpost.com/software/pennapps2018-l4m37i>

### HackCMU – Won (Google/Bloomberg) Awards [of 35 teams] (09/18)

Syne is a tensorflow-based sign language processing system that allows mute people to efficiently communicate with the outside world. <https://devpost.com/software/syne>

### Air DJ (10/17 – 12/17)

Developed a Virtual Reality based DJ application in Python using a Leap Motion Sensor and Fourier Transform. An intuitive new method of convolving music with the hands without the use of a keyboard or mouse.

### AT&T Shape Hackathon – \$20,000 Grand Prize Winner [of 3000 hackers] (07/16)

Developed a platform that helps victims of physical violence and promotes community safety. <https://developer.att.com/blog/shape-hackathon-winners>.

### Cupertino Hacks II – 1<sup>st</sup> Place Winner [of 45 teams] (06/16)

Developed an alert based criminal inhibition platform that helps victims of physical violence and promotes community safety.