

# Anish G. Krishnan

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## Education

### Carnegie Mellon University

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

#### Relevant Course Work:

15-122 Data Structures (C)  
18-090 Signal Processing  
15-150 Functional Programming  
15-251 Great Theoretical Ideas in Comp Sci  
15-213 Computer Architecture  
67-262 Database Design/Development (SQL)  
67-270 Application Dev (Ruby on Rails)  
15-210 Parallel/Sequential Algorithms

## Technology/Framework

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

## Languages

Experienced	C
	C++
	Python
	Java
	Functional Programming
	SQL
Proficient	HTML/CSS/JS
	Yaml
	React
	Unity
	Assembly

## Hobbies

Photography  
Filmmaking  
Playing Saxophone


## Experience

**CMU** 15-210 Parallel/Sequential Algorithms Course TA (08/18 – Current)  
Upper Division CS course on Parallel and Sequential Algorithms.  
Led 30-student recitations and review sessions.  
Topics: Divide and Conquer, Graph Contraction, Dynamic Programming

**facebook oculus** Core Systems Engineer at Oculus (5/19 – 8/19)  
VR OS team at Oculus. Created an Autonomous Testing Framework for standalone Oculus devices. Skills: Inter-process Communication, Low-level C++. Contact for more info.

**CMU** Teaching Assistant for School of Computer Science (08/18 – Current)  
Teach 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

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>

CMU Hacks – **Won Best Google Award [of 30 teams]** (02/18)  
Developed a VR app for users to practice presentations in front of an active audience. This app uses Natural Language Processing and gives feedback on the speech based on rhythm, stutters, project, and vigor.

 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.

Cupertino Hacks – **1<sup>st</sup> Place Winner [of 30 teams]** (06/15)  
Built a platform that allows users to create and enhance their music with little background knowledge.

Teen Hackathon – **Award Winner [of 20 teams]** (04/15)  
Built an application on top of School Loop with helpful features such as calculating a necessary grade for a class and predicting the time needed to finish homework.