Anish G. Krishnan

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Education

Carnegie Mellon University

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

Relevant Course Work:
15-381 Artificial Intelligence
10-315 Machine Learning
16-365 Computer Vision
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)
67-270 Software Engineering (Ruby on Rails)
18-090 Signal Processing

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
HTML/CSS/JS

Proficient
Yaml
React
Unity
Assembly

Hobbies

Photography
Filmmaking
Playing Saxophone

Experience

CMU 15-210 Parallel Algorithms Course TA (08/19 – Current)
Upper Division CS course on Parallel and Sequential Algorithms.
Teaching 30-student weekly recitations and holding office hours and review sessions.
Programs are written in SML, a functional programming language.
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 Testing Framework for standalone Oculus devices. Core Systems Engineer on VR OS Team.
Skills: Inter-process Communication, Concurrency, Low-level C++, Algorithmic Thinking.

CMU Teaching Assistant for School of Computer Science (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

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 – 1st Place Winner [of 45 teams] (06/16)
Developed an alert based criminal inhibition platform that helps victims of physical violence and promotes community safety.