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:
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
Functional Programming
SQL

Proficient
JS
React
Unity
Assembly

Hobbies

Photography
Filmmaking
Playing Saxophone

Experience

facebook Software Engineering Intern (8/20 – 12/20)
Designed and Developed priority-based fair-share scheduling algorithms for distributed systems and improved a generic resource isolation library/service for multi-tenant systems.
Skills: Fair-share Scheduling, Multi-tenacy, Concurrency, C++

CITADEL Software Engineer Intern (5/20 – 8/20)
Conceptualized and Designed a Distributed System to pipeline large datasets to research teams. Wrote a prediction algorithm for European ETF Volume. Worked in Equities Quantitative Research.
Skills: Distributed Systems, Algorithms, ETL framework (Extract/Transform/Load)

CMU 15-210 Algorithms Head Teaching Assistant (8/19 – 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 (8/18 – 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 (5/18 – 8/18)
Designed and Developed an Augmented Reality based Advertising Platform for Android Mail Client using Google ARCore, Sceneform. Built using Java/Kotlin.

IBM Almaden Research Center (8/16)
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] (2/19)
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] (9/18)
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] (7/16)
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] (6/16)
Developed an alert based criminal inhibition platform that helps victims of physical violence.