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:
15-112 Intro to Programming (Python)
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)

Technology/Framework

Android	Flask
iOS	Git
MongoDB	Redis
Firebase	ARCore/Sceneform
Leap Motion	Google Cloud Platform

Languages

Experienced
- Python
- C
- Java
- Functional Programming
- SQL
- JavaScript
- HTML5/CSS3

Proficient
- Yaml
- React
- Unity
- Assembly

Hobbies

Photography
Filmmaking
Playing Saxophone

Experience

facebook oculus Core Systems Engineer at Oculus (5/19 – 8/19)
Working on the VR OS team at Oculus.

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 – 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.

Cupertino Hacks – 1st 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.

Succinct – Built at Hacking EDU (01/15)
A novel algorithm that converts a picture into summary, flash cards, editable notes and provides sources to study.

Synopsys Championship – 1st Winner, California State Science Fair – Award Winner (05/15)
Built a Noninvasive Low-Cost Electronic Nose Breath Analyzer to Detect the Lung Cancer.