Anish Yakkanti

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EDUCATION

Texas A&M University　　College Station, TX
Bachelor of Arts in Computer Science　　*Aug 2023 – May 2027*

Dallas College　　Dallas, TX
Associates of Science　　*Aug 2023 – May 2024*

Lebanon Trail High School　　Frisco, TX
High School Diploma　　*Aug 2019 – May 2023*

EXPERIENCE

R&D Intern　　May 2023 – Aug 2023
Saptalis Pharmaceuticals　　*Hauppauge, NY*

- Coordinated the preparation of technical documents, such as environmental monitoring reports, stability summaries, and study protocols
- Provided support for computer qualification studies, laboratory data acquisition systems, and employee access control systems
- Contributed to the manufacturing, filling, labeling, and cartooning of GMP commercial batches

Administrative Assistant　　Jan 2020 – May 2023
United Scientific Group (A 501(C) 3 Non-profit Organization)　　*Frisco, TX*

- Organized financial records for a Non-Profit, and was invited to participate in their Physics Conference in San Francisco as a Secretary
- Coordinated support for scientists and conference directors, ensuring all necessary resources were effectively provided during scientific conference events
- Managed logistical support, including resolving technical issues, guiding directions, and organizing conference materials, to meet the comprehensive needs of conference attendees

Customer Service Representative　　Jun 2022 – Nov 2022
Nordstrom　　*Frisco, TX*

- Managed a large volume of inbound and outbound calls, emails, and chats with knowledge and efficiency
- Conducted research with available resources to satisfy customer inquiries, and engaged with customers in an inviting, friendly, and professional manner to deliver exceptional experiences and nurture lasting relationships

PROJECTS

NutriBot | *Bubble, JSON, ChatGPT API, Python*　　Sep 2023 – Present

- Developed a web application using Bubble
- Implemented Chat GPT 3.5 Turbo API to generate Personalized Diets for users
- Visualized Chat GPT response with with given information such as calories needed, and recipe's provided

The Terra Evolved | *C#, SCRUM, XNA, Monogame*　　Feb 2022 – May 2022

- Developed a third person side scroll-er on a pixel-like world that allows expression of creativity through means such as building, destroying, and surviving
- Designed 20 Mobs/Bosses/NPC's for different parts of the game
- Implemented a dynamic world generation system that allows for biomes to be randomly generated
- Collaborated with two teammates and a mentor to suggest features and get feedback about the plugin

TECHNICAL SKILLS

Languages: Java, Python, C#, HTML/CSS
Organizations: STEM League, Engineering Academy, Chevron Mentorship