Anshul Pakala

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EDUCATION

BS. Computer Science — Madison, WI | May 2022
University of Wisconsin - Madison

WORK EXPERIENCE

EQUINIX | Software Development Engineer Intern — Sunnyvale, CA | May 2021 – Aug 2021

- Developed an internal **REST API** to help aggregate and process crucial customer data for other teams to use.
- Designed and implemented a web network topology tool using **JavaScript / React** and **Cytoscape** to help customers visualize their network infrastructure.

EQUINIX | Software Development Engineer Intern — Sunnyvale, CA | May 2020 - Dec 2020

- Built an end-to-end CI/CD pipeline to create a **REST API** that would send vital recommendations to customers.
- The pipeline involved Data Ingestion, Data Analysis, and building a **Microservice** using tools such as **NiFi, Hadoop, PySpark, and Spring Boot**.
- Collaborated with the UI/UX team to design the UI which was integrated into Equinix's Production portal.
- Intern Shark Tank Finalist.

ADONMO | Software Engineer Intern — Hyderabad, India | May 2019 – Aug 2019

- Built applications using **Python** and **Computer Vision** on the **Raspberry Pi** to track footfall of an area and analyze the total impressions for an **OOH (Out Of Home)** advertising screen.
- Helped design a portal for clients to view their OOH screens and impressions in real-time.

SKILLS

Languages: Java, JavaScript, Python, C, SQL, R, C#

Technology: Spring, REST, Hadoop, PySpark, Apache NiFi, Cytoscape, Git, AWS, Docker, Unity

Databases: SQL, OracleDB, InfluxDB

PROJECTS

POKEMON CLUSTERING - MACHINE LEARNING — Python, SciPy, Big Data
Implemented **hierarchical agglomerative clustering (HAC)** to a data set of publicly available Pokemon stats using SciPy.

8 - QUEENS PUZZLE - HILL CLIMBING SEARCH ALGORITHM — Python
The eight queens puzzle is the problem of placing eight chess queens on an 8×8 chessboard so that no two queens threaten each other. There are 4,426,165,368 combinations of queens to place but only 92 solutions. Implemented the Hill Climbing Search Algorithm to find the most optimal placements.

BATTLESHIP GAME — Java
Developed the classic battleship board-game in ASCII format using Java in a 24 hour coding test.

COURSES TAKEN

Artificial Intelligence | Python
Operating Systems | C
Algorithms | Math
Programming IV – Data Structures & Product Design and Development | Java
Machine Organization & Programming | C
Virtual Reality | C#
Applied Statistics | R