

AANANDI SIDHARTH

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EDUCATION

University of British Columbia, Vancouver

9/2018 - 5/2023

Bachelor of Arts in Cognitive Systems (Co-op Program): GPA: 3.93/4.33

- Dean's List (2018, 2019); Trek Scholarship for Continuing Students in 2019 and 2022 (Top 5% Faculty of Arts); Max and Lillian Freeman Memorial Scholarship in 2021 (Faculty-appointed award); Work Learn International Undergraduate Research Award in 2021

SKILLS

Java, C#, JavaScript, R, ReactJS, NodeJS, HTML, SCSS, CSS, PostgreSQL, Python

EXPERIENCE

econommi

Vancouver, Canada

Full-Stack Software Developer Intern

5/2022 - Present

- Implemented Changelog automation, github-cz and CI/CD pipeline to Netlify and AWS (EC2, Code Deploy, Clusters) using GitHub Actions that decreased time spent on deployment by 20%
- Developed a responsive landing page and executed functions like Mapbox API interaction and Zapier webhook API automated messaging using ReactJS, HTML and CSS that improved customer interaction by 50%
- Created API calls using SQL queries and prepared statements to insert/update column values in database and reflect them in frontend design

H.I.V.E. | [VanVR](#) | [SimbrainVR](#)

Vancouver, Canada

XR Software Developer Co-op

9/2021 - 4/2022

- Led a development team of 2000+ users to build an interactive webapp using C# and Unity
- Collaborated with the design team to integrate UI/UX elements such as radial menu pop-ups, animations and object-tracking functionality in a VR environment
- Implemented functions for accessing 3D assets from MongoDB database and displayed their download progress

Motivated Cognition Lab (UBC)

Vancouver, Canada

Research Assistant

9/2020 - Present

- Devised and conducted an experiment for evaluating cognitive effort deployment by analysing 50+ research papers, conducting project gap analysis and using PsychoPy
- Programmed calibration tasks, practice trials, randomization of stimuli and outcome choice features using PsychoJS (JavaScript library)
- Analyzed 80+ participants' performance by conducting statistical test using R and found significant differences between rewarding and punishing outcomes

PROJECTS

Recipe Web-app | [GitHub](#)

- Created a responsive recipe web-app using the spoonacular API and ReactJS

Research (Experiment) Data | [GitHub Link](#)

- Developed a GUI using Java for researchers to input participant information (name and id) and calculate mean statistics based on performance

Cognitive Control on Reward-Seeking Behaviour

- Designed an experimental task using JavaScript to measure cognitive control and reward-seeking behavior to further understand depression and anxiety

Dog Robot

- Built a robot simulation game based on reinforcement learning using Unity, C#, TensorFlow

ADDITIONAL EXPERIENCE

Cognitive Systems Student Society

Vancouver, Canada

Student Mentor

8/2020 - Present

- Mentored 5+ students and helped build strategic, long-term plans to support transition from arts-focused background to technical roles
- Resolved students' technical challenges by providing professional connections, external resources and study strategies

Visual Cognition Lab

Vancouver, Canada

Co-Pilot

3/2020 - 2/2021

- Conducted a pilot experiment studying the influence of unconscious knowledge on actions by performing literature review, analysing 50+ survey responses and redesigning methodology based on feedback
- Performed statistical analysis on 40+ participants' data using pivot tables, t-tests and ANOVA in Excel to improve method viability by 20%