

# 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

## TECHNICAL SKILLS

Programming Languages: Java | C# | JavaScript | R

Frameworks: Unity | IntelliJ | PsychoPy

## EXPERIENCE

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

Vancouver, Canada

*XR Software Developer Co-op*

9/2021 - Present

- 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

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

- Developed a GUI for researchers to input and retrieve participant information (name and id) from a database using Java
- Additional features included calculating each participant's mean scores based on their performance

### Cognitive Control on Reward-Seeking Behaviour

- Designed tasks to measure cognitive control and reward-seeking behavior using PsychoJS
- Randomized display of different shapes (stimuli) and recorded participants button presses in response to stimuli
- Awarded points based on correct number of presses for the appropriate stimuli

### Dog Robot

- Built a robot simulation game using Unity, C# and TensorFlow where the robot learnt correct and incorrect actions through reinforcement learning
- Other features included the robot's automatic rotation and shooting towards opponent based on a specific distance between them to save time by the player

## ADDITIONAL EXPERIENCE

### University of British Columbia

Vancouver, Canada

*Academic Assistant*

8/2020 - 4/2021

- Examined teaching effectiveness by conducting qualitative and quantitative analyses of 1,800+ student responses
- Reviewed class modules and integrated content in potential areas of improvement

### 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%

## EXTRACURRICULAR EXPERIENCE

### SPERO

Bangalore, India

*Author*

Published: 12/2017

- Authored a book about a young girl's journey towards the discovery of life, identity, and self-love