

ANANYA ACHARYA

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ABOUT

Multi-faceted, efficient and a reliable professional with a diverse skill set and experience encompassing web development, software development and system administration. Seeking an internship opportunity as a computer science engineer.

ACADEMIC PROJECTS

FINANCE STOCK SEARCH APPLICATION (April 2014)

Developed a web and android application using JQuery and Ajax to interact with Java servlet (on Amazon AWS). Used Yahoo finance API and incorporated Facebook JavaScript SDK for 'share' feature.

OS PROGRAMMING – WEENIX KERNEL (April 2014)

Implemented Process & Thread architecture with synchronization primitives and Virtual File System (VFS) for handling files/directories.

ARTIFICIAL INTELLIGENCE – REVERSI GAME (October 2014)

Program that determines the best possible move for a player using adversarial search algorithms with positional weight evaluation functions.

3D GRAPHICS – SCREEN SPACE AMBIENT OCCLUSION (October 2014)

Extended GzLibrary to implement real-time screen space ambient occlusion, a technique developed for the 2007 video game Crysis, using the depth buffer.

SKILLS

C, C++



JAVA



HTML, CSS



JAVASCRIPT



SQL



PHOTOSHOP



EDUCATION

2014 - NOW MASTER OF SCIENCE - Computer Science

University of Southern California
Los Angeles, California 90089

GPA: 3.54

Courses: Analysis of Algorithms, Web Technologies, 3D Graphics & Rendering
Artificial Intelligence, Operating Systems,
Information Retrieval & Search Engines.

2007 - 2011 BACHELOR OF ENGINEERING - Information Science and Engineering

Visvesvaraya Technological University
Karnataka, India 590014

Grade: First class with distinction

GPA: 72/100

Project: Job scheduling in a grid computing
environment

EXPERIENCE

2014 - NOW GRADUATE ASSISTANT - The Graduate School Office of the Provost, USC

Web Developer for USC Graduate School
web applications and Server administrator
for USC Graduate School server and
database infrastructure.

2011 - 2013 ASSOCIATE SOFTWARE ENGINEER - CSC Computer Sciences Corporation India Pvt Ltd

Application development and application
patching, and automation of operations and
maintenance of server infrastructure.

ACHIEVEMENTS

AUG 2012 RECOGNITION OF LEADERSHIP AWARD RioTinto Wintel Team

Led development of application patches.

JAN 2012 RECOGNITION OF OUTSTANDING WORK AND INNOVATION

Automation of operations and maintenance
of server infrastructure.