Adhvik Kanagala

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Education

Carnegie Mellon University
Bachelor of Science
Computer Science, May 2024

Intended transfer to Computer Science in Spring 2022 3.91 (High Honors)
Research Areas:
Language Production through Typing

Additional Minors:
Cognitive Neuroscience

Relevant Coursework:
- 15-150 Principles of Functional Programming
- 15-122 Principles of Imperative Computation
- 21-127 Concepts of Mathematics
- 15-112 Fundamentals of Programming and Computer Science

Skills

Languages & Frameworks:
Python (Proficient) ·
Standard ML (Intermediate) ·
Flutter/Dart (Intermediate) ·
React (Beginner/Intermediate) ·
R (Beginner/Intermediate) ·
MATLAB (Beginner)

Activities

ScottyLabs
Tech Project Lead, ScottyMaps

Nozari Lab
Undergraduate Research Assistant

Work Experience

15-112 Fund. of Programming and Computer Science · Teaching Assistant   Feb 2021 - Present
- Work with a 50-member staff as well as 2 professors to deliver an introduction to the principles of computer science taught in Python
- Develop recitation plans, teach group sessions of 5-100 students, tutor struggling students, grade assignments and assessments, hold office hours for 1.5 hours per week.

Nozari Lab, Carnegie Mellon University · Research Assistant   Feb 2021 - June 2021
- Worked with the jsPsych library to build and deploy a web-based linguistics experiment to investigate language production pipelines through the task of typing words
- Built a processing tool in Python to analyze text input from subject trials, to categorize and further analyze trials

Office Assistant · Prime Medical Care, LLC   June 2020 - August 2020
- Worked as an assistant in a doctor's office, managing scheduling, communications, and patient intake
- Gained experience with effective communication and patient treatment
- Automated administrative office procedures, such as hours collection and billing tracking

Taylor Lab, Princeton University · Research Assistant   June 2019 - August 2019
- Used virtual reality simulations to evaluate the effects of 3D cues on depth perception
- Wrote custom scripts using R to conduct statistical analysis on over 12,000 trials

Projects

ScottyMaps (Working Title) · 2021-2022
- Interactive navigation mobile application for the Carnegie Mellon community
- Provides internal and external routing between any two points on campus
- Expected completion by spring 2022

Sports Tracking Dashboard for National Sports Council of Sri Lanka · Summer 2021
- Used the MERN stack to digitize player management for Sri Lankan athletics national athletics
- Desktop website for sports associations and national council to track and approve activities and payments
- Mobile app (Flutter) for players and coaches to record activities and track payments

Tartanhacks Dashboard · 2020-2021
- Dashboard application built with Flutter for iOS, Android, and the web
- Implemented leaderboards,
- Used for TartanHacks 2021, a nationwide hackathon run by ScottyLabs@CMU
- Deployed a backend API to handle event scheduling and participant project management

Primrunner · Fall 2020
- Rogue-like mazerunner game that utilizes Prim's algorithm to generate successively larger and larger mazes filled with weapons, powerups, and computer-controlled enemies
- Built in Python
- Source code available on my Github!

Research and Publications

Protein Analysis of selected genes of Landoltia punctata
Author, Multiple sequences published on NCBI's GenBank (2020)