Adhvik Kanagala

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Education

School of Computer Science, Carnegie Mellon University

Bachelor of Science
Computer Science
Concentration in Computer Systems, May 2024

Relevant Coursework:
- Database Systems
- Distributed Systems
- Algorithm Design and Analysis
- Computer Security
- Computer Systems

Activities

ScottyLabs
Tech Project Lead, ScottyMaps

Nozari Lab
Undergraduate Research Assistant

Skills

Languages (ordered by experience):
Python · Go · C++ · Standard ML · C · Erlang · Hack/PHP · Thrift · x86-64 · Javascript · OCaml · Typescript · Dart · x86-64 · R · MATLAB

Technologies:
Git · Mercurial · Thrift · MongoDB · React · Flutter

Other Skills:
Teaching · Review

Work Experience

Meta · SWE Intern, WhatsApp Business Infra   May 2022 – August 2022
- Migrated a critical billing service in WhatsApp Business backend to serverless infrastructure
- Reduced development timelines on this service from weeks to hours (already demonstrated)
- Eliminated dependency on chat infra team for deployment/maintenance of business services
- Developed onboarding documentation and starter tasks for new engineers

Intro to Programming · TA, Head of Review & TA Management   Feb 2021 – Present
- Manage a team of 40+ TAs, run quality assurance, design training sessions, and provide feedback on TA performance
- Collaborate with professors to lead the review team, which provides actionable feedback on class notes, assessments, assignments, and all other student-facing material before release
- Develop practice materials, teach weekly group sessions of 5–100 students, tutor struggling students, grade assignments and assessments, hold office hours for 2+ hours per week
- Mentor 10 students each semester through a 1000–1500 line term project showcasing algorithmic complexity and visual design

Nozari Lab, **Carnegie Mellon University** · Research Assistant   Feb 2021 - July 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 categorize linguistic errors in typed input

Projects

SL Sports · Developer   Summer 2021
- Used the MERN stack to digitize player management for Sri Lankan national athletics
- Built a desktop website in React for sports associations and national sports council to track and approve activities, payments, and competitive standings
- Deployed a mobile app with Flutter for players and coaches to track activities and payments

Tartanhacks Dashboard · Developer   2020-2021
- Developed a hackathon-focused dashboard app for iOS, Android, and the web
- Implemented leaderboards, check-in system, project submission, team search, event calendar, and an account system
- Deployed a backend API with MongoDB and Express.js to manage hacker and event data
- Used for TartanHacks 2021, an international hackathon at CMU with 350+ participants

Primrunner · Sole Developer   Fall 2020
- Implemented a rogue-like mazerunner game by utilizing Prim's algorithm to generate successively larger mazes filled with weapons, powerups, and enemy AI
- Built in Python, using Tkinter and a graphics package built at Carnegie Mellon

Research and Publications

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