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

Minor:
Cognitive Neuroscience

Relevant Coursework:

- 15-213 Introduction to Computer Systems (Fall '21)
- 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

Activities

ScottyLabs
Tech Project Lead, ScottyMaps

Nozari Lab
Undergraduate Research Assistant

Skills

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

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 (2 semesters)
- 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 - 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 analyze text input from subject trials, to categorize and further analyze trials

Prime Medical Care, LLC · Office Assistant 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 care
- 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 indoor and outdoor routing between any two points on campus
- Expected completion spring of 2022

Sports Management Dashboard **for National Sports Council of Sri Lanka** · Summer 2021

- Used the MERN stack to digitize player management for Sri Lankan 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 using Flutter for iOS, Android, and the web
- Implemented leaderboards, check-in systems, project submission
- Used for TartanHacks 2021, a nationwide hackathon run by ScottyLabs@CMU
- Deployed a backend API with MongoDB and Express.js to manage hacker and event data

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

Research and Publications

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

A Tale of Twisted Tentacles
Co-Author, Case study on calamari food impaction with gastrointestinal bleeding (2018)