

Adhvik Kanagala

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Education

School of Computer Science, Carnegie Mellon University

Bachelor of Science

Computer Science, May 2024

Relevant Coursework:

- Distributed Systems
- Algorithm Design and Analysis
- Parallel & Sequential Data Structures and Algorithms
- Great Ideas in Theoretical Computer Science
- Computer Systems

Activities

[ScottyLabs](#)

Tech Project Lead, ScottyMaps

Nozari Lab

Undergraduate Research Assistant

Skills

Languages (ordered by experience):

Python · C · Go · Standard ML · Erlang · Hack/PHP · Thrift · C++ · 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

- 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
- Manage a team of 40+ TAs, run quality assurance, design training sessions, and provide feedback on TA performance
- 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)