

Adhvik Kanagala

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Education

Carnegie Mellon University

Bachelor of Science
May 2024

Transfer to Computer Science in
Spring 2022

GPA: 3.92
Dean's List, High Honors

Relevant Coursework:

- [Computer Systems](#)
- Parallel & Sequential Data Structures and Algorithms (Spring '22)
- Great Ideas in Theoretical Computer Science (Spring '22)
- [Functional Programming](#)
- [Imperative Computation](#)

Activities

[ScottyLabs](#)

Tech Project Lead, ScottyMaps

Nozari Lab

Undergraduate Research Assistant

Skills

Languages (ordered by experience):

Python • C • Standard ML •
Javascript • OCaml • Typescript •
Dart • x86-64 • R • MATLAB

Technologies:

Git • MongoDB • React • Flutter •
APIs

Other Skills:

Teaching • Review

Work Experience

[15-112 Programming and Computer Science](#) • Head of Review Feb 2021 - Present

- Collaborate with professors to lead the review team, which provides actionable feedback and approves class notes, assessments, assignments, and all other student-facing material before public release
- 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

[Taylor Lab, Princeton University](#) • Research Assistant June 2019 - August 2019

- Built virtual reality simulations to evaluate the effects of 3D cues on depth perception

Projects

[ScottyMaps \(Working Title\)](#) • Project Lead 2021-2022

- Spearheading development of a fullstack navigation mobile app for the CMU community
- Building a weighted, directed graph of campus to use with Dijkstra's algorithm for navigation
- Expected completion: spring of 2022

[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)

[A Tale of Twisted Tentacles](#)

Co-Author, Case study on calamari food impaction with gastrointestinal bleeding (2018)