

# 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)