

Akshal Aniche

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EDUCATION

B.SC. IN HON. COMPUTER SCIENCE

McGILL UNIVERSITY
MONTREAL, QC
December 2019
Cum. GPA: 3.97

FRENCH BACCALAUREATE

LYCEE FRANCAIS DE TANANARIVE
ANTANANARIVO, MADAGASCAR
June 2016
Science stream, Mathematics Specialty
European Designation in English
Summa Cum Laude

LINKS

GITHUB:
github.com/akshalaniche
LINKEDIN:
www.linkedin.com/in/akshalaniche

COURSEWORK

Artificial Intelligence
Applied Machine Learning
Computer Graphics
Algorithms and Data Structures
Software Design
Functional Programming

SKILLS

PROGRAMMING

Java • Python • C • C# • OCaml • Bash
HTML • CSS • JavaScript (ReactJS)

OTHER

Git • Slack • Unity3D • Matlab • \LaTeX

LANGUAGES

Fluent: French • English • Gujarati
Advanced: Spanish (B2 Certification)
Intermediate: Malagasy • Hindi

AWARDS

2016-2020 Edward W Beatty Scholarship
2017-2018 Dean's Honour List – Science
2018 Faculty of Science Scholarship
2018 Dr Feng Qian Scholarship
2017 Dorothy Xanthaky Scholarship
2017 Accenture Prize–Science

INDEPENDENT PROJECTS

BAMBOODGET

November 2018 – December 2018

- Created a web application for users to track and budget their monthly spending.
- Built in ReactJS using XAMPP and the Laravel PHP framework, with an SQL database.

ASHES TO ASHES

February 2018 | McGill Game Dev Society Game Jam

- Created an arcade style game in C# using Unity3D, for web use.
- Designed and drew all art assets in Adobe Photoshop.
- Game available at akshalaniche.itch.io/ashes-to-ashes.

BLACKCELLENCE

February 2018 | McHacks Hackathon

- Created a card matching game to celebrate Black activists, using C# and Unity3D.
- Implemented a 180° flipping animation for revealing the cards.
- Game available at www.cs.mcgill.ca/~aanich/blackcellence/.

PROFESSIONAL EXPERIENCE

UNDERGRADUATE TEACHING ASSISTANT

September 2018 – April 2019 | McGill University

- Teaching Assistant for the “COMP 302: Programming Languages and Paradigms” course at McGill University under Prof. Brigitte Pientka and Prof. Prakash Panangaden.
- Delivered one-on-one assistance to students about functional programming techniques and strategies.

FLIPPER: TALK TO YOUR ROBOT | RESEARCH INTERN

June 2018 – August 2018 | Kaiserslautern, Germany

- Worked under Ivan Gavran at the Max Planck Institute for Software Systems on Flipper, an interface for natural language communication in a simulation, available at flipper.mpi-sws.org.
- Improved the design of the front end interface in ReactJS for better user experience.
- Added a reference dictionary of all commands understandable by the program.
- Implemented an extension of the parsing process to improve sentence comprehension.

VOLUNTEERING EXPERIENCE

MCGILL SCIENCE SOCIETY (SUS) EQUITY COMMITTEE

September 2018 - April 2020 | Equity Commissioner

- Designed and gave equity and consent training to executives from the SUS and 19 science departmental associations.
- Handled equity complaints under the scope of the SUS.