

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

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

LINKS

GITHUB:

github.com/akshalaniche

LINKEDIN:

www.linkedin.com/in/akshalaniche

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.