Akshay Kannan

+1 (734) 800-6075 | akskan@umich.edu |

EDUCATION

University of Michigan — Ann Arbor, MI
Bachelor of Science in Computer Science (Cumulative GPA: 3.68/4.00) — *Aug. 2021 – Present*
Honors/Scholarships: Fall 2021 Dean's Honor List, Fall 2022 Dean's Honor List

Gems Modern Academy — Dubai, U.A.E
High School Diploma (GPA: 4.00/4.00) — *May 2019 – March 2021*
Honors/Scholarships: K.S. Varkey Merit Scholarship Award (2020), Merit Award for Perfect Score in Computer Science (2020)

EXPERIENCE

Project Lead - OpenMI — Sept 2022 – Present
University of Michigan — *Ann Arbor, MI*
- Project lead of a student project team at OpenMI - A Machine Learning Club
- Working on creating a stock price predictor that analyzes past stock market trends to build models that predict future trends.
- Trained the predictor using data from NASDAQ, using C++
- Attended workshops on Machine learning concepts such as Neural Networks, Tensorflow etc.

Member - V1 — Sept 2022 – Present
University of Michigan — *Ann Arbor, MI*
- V1 - A tech-focused club at the University of Michigan - hosted the 'V1 Startup Fair' on 11/16/22
- The 'V1 Startup Fair' connected talented students with 15 high-growth startups (predominantly in the tech-field)
- As a member of outreach sub-team, I was involved in reaching out to companies via cold/warm emails etc.
- As a member of the tech sub-team, I was involved in maintaining and updating the website which was specifically created for the startup fair

EECS 280: Programming and Intro Data Structures — January 2022 - May 2022
University of Michigan — *Ann Arbor, MI*
- Learnt a variety of elements in C++, including pointers, structs and classes, File and Stream I/O • Extensively explored key concepts of OOP, including abstraction, encapsulation, and polymorphism.
- Introduced in detail to the concepts of Time/Space Complexity, and advanced sorting algorithms (quicksort, heapsort, merge sort etc.)

ENGR 151: Accelerated Introduction to Computers and Programming — August 2021 – Dec. 2021
University of Michigan — *Ann Arbor, MI*
- Learnt the basics of MATLAB. This includes vectors, indexing, and data analysis.
- Explored Program Design and specifically dealt with organizing large mfiles.

PROJECTS

Piazza Post Classifier | *C++* — April 2022 – May 2022
- Developed a Piazza Post Classifier using natural language processing and machine learning techniques.
- I trained the classifier on a set of previously labelled piazza posts which I condensed into a .csv file.
- Classified piazza posts into categories by computing its log-probability/log-likelihood score
- On top of natural language processing and ML techniques, I also extensively made use of sorting invariants in BST's and maps to implement this project.

Euchre | *C++* — Feb 2022 – April 2022
- Developed a program which simulates an entire game of euchre (Card game), supporting both AI players as well as Human players.
- Organized the program into 4 files: card.cpp, pack.cpp, player.cpp, and euchre.cpp
- card.cpp, pack.pp, and player.cpp contained Abstract Data Types to simulate a playing card, a pack of playing cards, and a player (both human and AI)
- euchre.cpp contained a Game ADT to coordinate all the actions in the game
- The euchre driver took several command line arguments such as the pack files, player names etc.

TECHNICAL SKILLS

Languages: Java, C/C++, Visual Basic, MATLAB
Frameworks: React, Node.js, Flask, JUnit, WordPress, Material-UI, FastAPI
Developer Tools: Git, Google Cloud Platform, VS Code, Visual Studio, BlueJ **Libraries**:Matplotlib, java.io