Aneesh Maganti

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EDUCATION

New York University, Tandon School of Engineering, Brooklyn, NY — Dec 2024
Bachelor of Science, Computer Science — GPA: **3.75**
Relevant Courses: Big Data, Processor Design, Visualization in ML, Algorithmic Machine Learning, Databases

SKILLS

Languages C++, Python, Javascript, C#, Java, Bash,
Technologies PyTorch, D3.js, Next.js, SDL, QT, React, Node, PostgreSQL, Sklearn, Docker, Linux

EXPERIENCE

New York University, Brooklyn, NY, *Teaching Assistant (Machine Learning)* — Sep 2023 - Present
• Instructed 40 students weekly for machine learning topics of written and programming tasks through office hours
• Graded weekly assignments on the basis of proper algorithm implementation, code correctness and style

NYU Algorithms and Foundations Group, Brooklyn, NY, *Researcher* — Feb 2023 - Sep 2023
• Designed and implemented a diagonal estimator for a dynamic matrix, Deltagonalshift, based on Hutchinson's diagonal estimator and the DeltaShift trace estimation algorithm under Professor Christopher Musco
• Developed AdaHessian example via PyTorch to test Deltagonalshift compared to its current diagonal esimator

MarketFusion, Remote, *Software Engineering Intern* — July 2022 - Sep 2022
• Developed client-side React.js web application registration and shopping pages for online food delivery service
• Facilitated user account creation by sending server requests to internal MySQL database via the Axios library
• Revamped login authentication by implementing 4 unique character password checks and a length requirement of 8-20 characters client-side via regular expressions and server-side to aid the security of the website

Corelink, Brooklyn, NY, *Software Engineering Intern* — Sep 2021 - May 2022
• Implemented a C++ UDP network packet splitter to enable researchers to bypass Corelink's MTU limit from 20,000 to 64,000 bytes, increasing maximum throughput by 220%
• Designed Next.js/React interview scheduling platform using Auth0 for authentication and MongoDB backend
• Scripted bash memory tests to determine the effectiveness of RDMA (Remote Direct Memory Access)

Monarc, Dallas, TX, *Software Engineering Intern* — Jun 2021 - Aug 2021
• Developed C# UWP desktop application pages using MVVM (Model-View View-Model) principles to manipulate a robotic football quarterback to throw balls at 5 placements and distances up to 100 yards
• Devised error checks and boot logging to enable remote debugging, improving the stability of the machine

PROJECTS/ACTIVITIES

BUGS Open Source Club President — September 2022 - Present
• Started and led 50 member club by coordinating events and workshops to discuss relevant tools/skills for computer science students and creating large scale useful open source community projects
• Led multiple workshops including open source licenses, automation with Playwright, and Game Boy emulation
• Initiated club projects including Next.js based NYU Syllabi with Netlify hosting and NYU CS Wiki

SentiTweet — March 2023 - April 2023
• Created sentimental tweet generator via modified PyTorch PPLM library with GPT-2 to simulate conversations between Twitter users using natural language generation
• Employed D3.js visualization library to create graph of tweets, their sentiments, and relationships

Dot Matrix - Game Boy Emulator — August 2023
• Designed x86 C++ emulator for the Game Boy platform by implementing 255 standard + 240 cb instructions
• Simulated hardware features including registers, graphics (SDL), memory, timers, interrupts, and input handling