Aneesh Maganti

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EDUCATION

New York University, Tandon School of Engineering, Brooklyn, NY — May 2024
Bachelor of Science, Computer Science — GPA: **3.7**
Relevant Courses: Machine Learning, Algorithms, Operating Systems, OOP, Data Structures

SKILLS

Languages	C++, Typescript, Python, C#, Java
Frameworks/Libraries	React, Node.js, Qt, SQL
Operating Systems	Windows, Unix

EXPERIENCE

Monarc, Dallas, TX, *Software Engineering Intern* — Aug 2021 - Present
• Devised error checks and boot logging to improve Seeker performance and enable remote debugging
• Applied MVVM principles to develop new UI/UX features to enhance the Seeker machine feature-set

Software Developer (Researcher?) for Corelink High-Speed Research Network — Sep 2021 - Present
• Helped other teammates with their projects • Researched Corelink's network architecture and RDMA/InfiniBand protocol to identify novel applications in Corelink infrastructure
• Ran memory tests to determine whether using RDMA would enable researchers to dramatically increase their current processes and analysis of data on the Corelink research network - Also wrote powershell downloader for different repositor - Current work on network splitting - Managing three other VIP students

PROJECTS

bkRoad — March 2022
- Participated in the Amazon Lightsail Container Hackathon
- Wrote Next.js application and handled connection to SQL Amazon DynamoDB
- Hosted on Amazon Lightsail
- Won 2nd place in the hackathon

Interview Automation - HackNYU — February 2022
- Student/Admin logon page, teams list, make admin/questions, applicant information (nanme, netid, status)
- Wrote Next.js react pages and linked them to SQL db via Mongoose
- Configuration of NYU SSO logon via Auth0
- Connected to gmail api to send email

Auto Daily Screener — Sep 2021 - Present
• Built command line app to automate the NYU Daily Screener via Selenium web automation
• Designed a QT GUI for the application and used PyInstaller to build for Windows

Concussion Detection Device Project , Tandon School of Engineering — Sep 2020 - Dec 2020
• Built Arduino-based IoT device to detect concussions for athletes using a pressure sensor
• Developed code to detect pressure levels, change device LED color, and send email to parents/guardians notifying them of potential injury to athlete

Implemented Shortcut Feature in Dolphin — October 2020 - Present
• Developed and implemented highly desired 'Add Shortcut to Desktop' feature to the open-source emulator Dolphin via the native Windows API, the Qt library, and C++
• Collaborated with other open-source contributors to refactor code and add it to Dolphin Emulator

EXTRA-CURRICULAR ACTIVITIES

- Poly Programming Team
- Society of Asian Scientists and Engineers