Aneesh Maganti

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EDUCATION

New York University, Tandon School of Engineering, Brooklyn, NY — May 2024
Bachelor of Science, Computer Science — GPA: **3.61**
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 - Jan 2022
• 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

Corelink High-Speed Research Network, *Academic Researcher* — Sep 2021 - Present
• Researched the Corelink network infrastructure and implemented a network packet splitter for UDP connections
• Coordinated VIP students and assisting them with the management of their projects
• Researched Corelink's network architecture and RDMA/InfiniBand protocol and ran memory tests to determine the protocol's effectiveness for NYU researchers

PROJECTS

bkRoad - Amazon Lightsail Containers Hackathon — March 2022
• Won 2nd place in the hackathon
• Wrote Next.js application that allowed users to discover books, learn details about them, and loan them.
• Handled connections to SQL Amazon DynamoDB and hosted on Amazon Lightsail

Interview Automation - HackNYU — February 2022
• A Next.js application to assist with interviewing candidates for the NYU Corelink team by providing scheduling, quizzing and management services
• Wrote React pages for the question page, admin creation page, and applicant information
• Handled authentication via Auth0 configuration of NYU SSO logon
• Connected to Gmail API to send emails on confirmation

Auto Daily Screener — Sep 2021
• Built command line app to automate the NYU Daily Screener via Selenium web automation
• Designed 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 — Oct 2020
• 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