ANCHIT MISHRA

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EDUCATION

University of Hong Kong September 2019 - Present
B.Eng in Computer Science *Hong Kong SAR*
Overall GPA: 3.92, Dean's Honor List 2019-20
Relevant Coursework: Data Structures and Algorithms, Discrete Mathematics, Object-Oriented Programming, Operating Systems, Computer Networks, Distributed Computing, Linear Algebra, Probability and Statistics, Multivariable Calculus, Quantum Information, Applications of Artificial Intelligence.

WORK EXPERIENCE

MITACS Globalink Research Intern June 2021-Present
University of Waterloo
Working in the Haptic Computing Lab at Waterloo under the supervision of Professor Oliver Schneider on evaluating haptic experience. My work focuses on using Machine Learning techniques in Haptics for both analysis and experimentation.

Undergraduate Research Assistant January 2021-Present
University of Hong Kong
Working in the Foundations of Computer Science research group at HKU under the supervision of Professor Giulio Chiribella on Quantum Information, in focusing on the concept of Joint Measurability and its computing applications.

OliveX December 2020 - January 2021
Machine Learning Intern *Cyberport, Hong Kong*
· Created Machine Learning pipelines to facilitate the development of ML-based features in the Kara fitness mirror.
- Implemented scrapers to obtain data for training models on data such as workout postures
- Set up an AWS pipeline to automate the image scraping and data cleaning/annotation process using Lambda, S3 and Sagemaker
- Worked on a Convolutional Neural Network to classify individual user workouts to track overall workout progress.

Thabit Technologies June 2019 - September 2019
Sofware Engineering Intern *Noida, UP*
· Worked with the three.js library and Blender to create online user experiences with 3D assets.
· Improved performance of rendering high poly-count models in mobile browser viewports by using techniques such as shader-baking

PROJECTS

Haptiverse (team of 3) June 2021
Worked on revamping the Haptiverse platform for sharing and storing Haptic data (a project in the Haptic Computing Lab at UWaterloo). In particular, worked on migrating the database from Firebase to MongoDB for higher scalability and reworked the front-end using React.js and Chakra-UI.

Big Two (individual) December 2020
Created a Java GUI-based multiplayer game for the popular Big Two card game (variant of Poker), with a fully interactive GUI using the Swing library, 4-player multiplayer functionality using Sockets and custom message-handling and a text-chat feature to allow players to chat during gameplay.

Astrid Crisis (individual) May 2020
Created a text-based space shooter reminiscent of Galaga using the ncurses library in C++. Implemented object-oriented design, core game logic as well as graphical components.

HACKATHONS

CuseHacks - Syracuse University February 2021
Winner
Implemented a CNN-based image classifier to assist users with basic cooking tasks that people often get stuck on. For the prototype, I implemented the CNN for judging whether onions had been properly fried or not, since frying onions is such a common task in various cuisines.

Google Travel and Voice Hackathon September 2019
Runner-Up
Designed a prototype for Columbus, a Google Assistant-based app that allows users to efficiently plan trips and daily itineraries by simply specifying their location. Columbus uses location data and the Google Maps API to obtain information such as popular locations and peak hours to recommend places to visit.