Anirudh Lakra

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Education

University College London   09/2019 - 06/2023
- Currently in my second year of studying Computer Science with an Engineering Mathematics minor at University College London, working towards an integrated MEng.

Chesham Grammar School   09/2017 – 05/2019
- Obtained 3 A*'s in Maths, Physics and Chemistry A Levels.

Chesham Grammar School   09/2014 – 06/2017
- Obtained 7 GCSE's grades from (A – C) ,7 in Maths and a 6 in English Language and Literature.

Projects

Maze Game | Github   09/2020
- Developed a maze game using JavaScript, HTML5 and CSS3.
- Implemented maze generation using a recursive backtracking (depth first search) algorithm that was optimised to use a stack rather than recursion.

Solar System | Github   02/2020
- An animation that shows the Sun and the planets in our solar system using JFrame, Javax and Java Swing.

Tetris AI player | Github   11/2019
- As part of our Design and Professional skills module we had to build an AI that can play Tetris on its own.
- The Tetris game was provided by lecturer and our task was to implement the Player class in Python.
- The algorithm I used consisted of the AI trying out all moves that it can do and scoring each move. It then executes the highest scoring move on the actual board.

Work Experience

Mother Nature Science   01/2020 – Current
- Working as a part time science teacher for kids aged 6 – 12 and would be responsible for up to 20 children at a time.
- Improved my communication skills as I would have to present and teach kids about Science in terms that would be simple and easy to understand.
- Being organised was another key skill that I was able to improve upon as I was held responsible for the children that I was teaching and the lessons would have to be planned out in advance as we also did science experiments which needed to be carefully moderated.

Bright Network Technology Internship   07/2020
- A 3-day virtual internship where I was able to gain key insights into the technology industry and learn about the different roles in technology.
- The talk was attended by various companies such as Google, Accenture, Amazon, Vodafone and some more.
- Assignment was to research and make a presentation for how to manage the software development team at a banking company so that they could implement a face matching algorithm to help users' login faster.
- My plan worked by splitting software developers into two teams, one would focus on building a convolutional neural network for face matching while the other team would work on the user interface, security issues as well as integrating the feature into the mobile banking application seamlessly. Furthermore, I mentioned the use of techniques such as Test-Driven Development and Agile software development to help promote developer productivity and reduce the number of bugs.

Rolls-Royce Nuclear Engineering Workshop   06/2018
- 3-day Nuclear Engineering workshop that was hosted at Leeds University.
- Assigned as team leader for my group and our main area of focus for our presentation task were Small Modular Reactors (SMR).
- As group leader, I organised and assigned roles to the rest of the team and implemented techniques to help our team run smoothly and efficiently. One of the techniques I used was to use Slack as a team message board to help us communicate with each other easily and organise meetings to discuss the presentation.

Skills

- Python
- Java
- JavaScript

- HTML5/CSS3
- Git
- Microsoft Excel/Word