

Anish Sahoo

402-706-2827 | anishsahoo2005@gmail.com | asahoo.dev | linkedin.com/in/anish-sahoo | github.com/anish-sahoo

EDUCATION

Northeastern University

September 2023 – Present

Candidate for Bachelor of Science in Computer Science

Boston, MA

- GPA: 3.84/4.0 | Expected Graduation: December 2026 | AI Concentration | Dean's List (every semester)
- Relevant Courses: Software Engineering, Database Design, Object-Oriented Design, Algorithms, Artificial Intelligence, Operating Systems, Discrete Math, Machine Learning, Reinforcement Learning, Computer Vision

TECHNICAL SKILLS

Languages: Java, Python, SQL, JavaScript, TypeScript, LaTeX, Kotlin, HTML/CSS

Technologies: Spring Boot, gRPC, REST, Apache Kafka, GraphQL, Node.js, Express.js, React.js, JUnit 5

Databases: MySQL, PostgreSQL, BigQuery, Bigtable, MongoDB, Redis, Elasticsearch, SQLite

Infrastructure: Google Cloud Platform, Git, CI/CD Pipelines, GitHub Actions, Docker, Maven, Linux, Splunk

EXPERIENCE

Priceline

January 2025 – June 2025

Backend Software Engineer Co-op

New York, NY

- Delivered personalization and recommendation features by building scalable REST and gRPC services in Spring, working cross-functionally with product, data, and 4+ engineering teams in an Agile environment
- Led integration and A/B testing of Google Vertex AI Search for the Penny chatbot's search service in coordination with Google engineers, improving result relevance by around 25% across two evaluation metrics
- Engineered and deployed a Kafka-based system for real-time hotel price tracking and notifications, streaming millions of daily events with high throughput and instrumented for observability using NewRelic and Splunk
- Designed and implemented a relevancy ranking algorithm to personalize user experiences based on past activity

Northeastern University

January 2024 – December 2024

Undergraduate Teaching Assistant

Boston, MA

- Instructed 200+ students in Java and Kotlin through office hours, 1-on-1 appointments, and homework grading

PawHacks

December 2023 – May 2024

Software Engineer

Oakland, CA

- Managed backend infrastructure and contributed to code for the pawhacks.io website with 10,000+ visits

PROJECTS

Anime Discovery Engine | Java, Spring Boot, Elasticsearch, Redis, PostgreSQL, GraphQL

June 2025

- Built a scalable recommendation system for personalized anime discovery using a Two Tower Model architecture
- Integrated PostgreSQL, Elasticsearch, and Redis using Spring Boot for a fault-tolerant, low-latency system for personalized search and recommendations on over 20,000 anime scraped from MyAnimeList
- Designed GraphQL layer for flexible data retrieval and implemented a rich data analysis interface using PixiJS
- Automated data ingestion, embedding generation, and multi-store syncing via robust Python ETL pipelines

KnightsArchersZombies (KAZ) | PyTorch, PettingZoo, Deep Reinforcement Learning

December 2024

- Devised a multi-agent version of the Proximal Policy Optimization (PPO) algorithm, inspired by the [PPO](#) and [MAPPO](#) papers, that enhances agent cooperation by integrating a shared actor-critic architecture
- Trained four agents in the KAZ environment to cooperate in zombie combat and achieve shared survival goals

X Finance (X Developer Challenge) | Python, TypeScript, React, X API, xAI API

April 2024

- Collaborated with small team to engineer a web application that uses historical Tweet data and xAI's Grok-1 LLM to analyze public sentiment about stocks on X during a major hackathon hosted at X Headquarters
- Configured Grok-1 to generate stock-specific hashtags and analyze sentiment from 5,000 scraped tweets per query

INTERESTS

Street Photography, Photo/Video Editing, Manga, Badminton, Travelling, Hiking