Ansh Sikka

Ansh Sikka 👤
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🎓 EDUCATION

B.S. Computer Science — 09/2017 – 05/2020
University of Minnesota, Minneapolis, USA

Cummulative GPA: 3.7/4.0
Relevant Coursework: Graduate-Level Software Engineering Course, Big Data Architecture (Spark, Hadoop, NoSQL), Artificial Intelligence, Database Fundamentals, Data Science/Machine Learning, Undergraduate CS TA

💼 WORK EXPERIENCE

Software Engineering Intern (Azure Cloud) — 05/2019 – 08/2019
ExxonMobil, Houston, USA

- Replatformed internal cloud adoption platform in an agile work environment to Microsoft Azure: Utilized blob storage, SQL, KeyVault, SendGrid, and search service. Full Stack Web Development: Handlebars.js for frontend and Node.js for backend.
- Customized open source CMS to adapt to new website format and UX.
- Made the entire cloud adoption web platform content editable: No developer needed to make website changes.
- Teaching assistant to over 100 other interns and employees helping them get started with Azure.

Contact: Tyler Nix – tyler.j.nix@exxonmobil.com

AI and Machine Learning Intern — 06/2018 – 09/2019
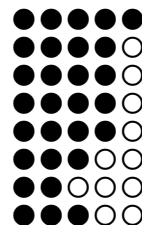Quinnox, Chicago, USA

- Built a machine learning-based recommendation system with a 90% accuracy rate that provides a ranked list of top companies and leads to contact for Quinnox's demand generation team
- Used data mining and web scraping libraries such as BeautifulSoup and mechanical soup to retrieve large amounts of useful company, employee, and job data from different sources such as RainKing and LinkedIn to train an ML model and use it to get a list of top companies for contact/sales
- Reduced two months of work from the demand generation team to 8-10 minutes by implementing efficient automation algorithms
- Used big-data oriented libraries such as NumPy and SciKit Learn for the machine learning process
- Given training on machine learning and basic deep learning algorithms/libraries such as PyTorch and Tensorflow

Contact: Akshay Deshpande, CTO – akshayd@quinnox.com

🧪 TECHNICAL SKILLS

Programming Languages

Language	Level
Python	●●●●●
JAVA	●●●●○
HTML/CSS/JavaScript	●●●●○
SQL	●●●●○
C/C++	●●●●○
R	●●●○○
Scala	●●○○○
Bash	●●●○○

🎖 CERTIFICATES

G Suite: Google Cloud (04/2018-05/2020) — 04/2020
Google

✔ PERSONAL PROJECTS

University of Minnesota Hackathon (MinneHack): CornadoAI
- Developed an iOS app using Swift to detect disease in corn within seconds
- Utilized data mining, deep learning from scikit-learn, and Swift/Xcode to develop app
- Top 5 at the MLH hackathon competing with 20+ teams

Portfolio Website (https://anshsikka.com)
- Utilized Node.js and React.js to build an interactive web app portfolio website
- Deployed on cloud using GitHub pages

Software Engineering Class: Voting System
- Using C++, we built a voting system that takes in CSV data as ballot files and automatically processes it. Processing was done in rates of 500000 ballots in under 2 seconds. A GUI was also implemented.
- For the first half of the project, we used the waterfall development methodology: Produced documents such as Software Requirements Specification and Software Design Documentation.
- For the second half of the project, we used the agile development methodology: Held daily scrum meetings about progress in work and used kanban boards to keep track of work.

🏆 AWARDS

Deans List
University of Minnesota
https://cse.umn.edu/college/deans-list

Spring 2019 GPA: 3.91
Fall 2019 GPA: 3.81