Anthony K. Verghese

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EDUCATION

Cornell University, College of Engineering, Ithaca, NY **Expected May 2019**
Bachelor of Science, Computer Science
Dean's List Award Recipient
GPA: 3.56/4.00

EXPERIENCE

Booz Allen Hamilton, Washington D.C, *Software Engineering Intern* **Jun. – Aug. 2017**

- Independently built a website for a capital planning web application team to help government agency clients understand investment submission changes after the application release
- Worked with the UI/UX and product support teams to develop modernized systems for the new web application
- Participated in an Agile development environment with daily SCRUM meetings and bi-weekly sprint planning check-ins

Skirmos, Silver Spring, MD, *Software Engineering Intern* **May - Aug. 2016**

- Developed a Java program that utilizes regular expressions and the INI library to gather specific data from a file and store information in objects
- Used JavaFX to create a GUI component for Skirmos' software products

AguaClara Engineering Project Team, Cornell University, Ithaca, NY, *Undergrad Researcher* **Jan. 2016 - Present**

- Developed Python code that creates models for water filtration plants in 3D CAD environment
- Used LabVIEW to develop an application that determines average size and count of particles present in water
- Present research and achievements every month in front of all 60+ members of Agua Clara

PROJECTS

Game Predictor Website • gamepredictor.github.io

- Independently developed a site that utilizes web scraping with Python and the D3 library to display basketball teams' data in grouped bar charts
- Implemented a novel algorithm using the data to predict outcomes of NBA games
- Used AngularJS and Materialize to enhance the design and functionality of the application

Malloc Implementation

- Implemented four main functions for Malloc using C
- Utilized explicit free linked lists and coalescing of adjacent free blocks to maximize efficiency of finding space on the heap

Pathfinding for Resource Collection

- Developed an algorithm to allow an avatar to escape a preliminary 2D maze and maximize its gold collection in second maze
- Implemented a variation of Depth First Search for the preliminary escape algorithm
- Used Dijkstra's algorithm and a Min Heap with ratios of gold over distance for maximizing gold collection

RELEVANT COURSES

Object-Oriented Programming and Data Structures
Database Systems
Discrete Structures
Functional Programming
Computer System Organization and Programming
Introduction to Web Development

SPECIALIZED SKILLS

Languages and Technologies: Java, C++, C#, C, Python, MATLAB, LabVIEW, HTML, CSS, JavaScript, AngularJS, SQL, Unix