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: 3.64/4.00

EXPERIENCE

Lockheed Martin, Manassas, VA, *Software Engineering Intern*   **Jun. – Aug. 2018**
- Worked with encryption/decryption using Bash scripting for Cyber Security Department
- Wrote signal processing code for an Arduino and allowed users to interact with it through a Python GUI
- Debugged Java code to fix client/server communication issues with database

Booz Allen Hamilton, Washington D.C, *Software Engineering Intern*   **Jun. – Aug. 2017**
- Built website to help 18 government clients understand BAH's capital planning application
- Worked in an Agile environment with daily Scrum meetings and Sprint planning check-ins

Skirmos, Silver Spring, MD, *Software Engineering Intern*   **May - Aug. 2016**
- Developed a Java program that utilized regular expressions to transfer file data to objects
- Used JavaFX to create a GUI component for Skirmos' software products

AguaClara Engineering Project Team, Ithaca, NY, *Undergraduate Researcher*   **Jan. 2016 – May 2018**
- Developed Python code to create models for water filtration plants in a 3D CAD environment
- Used LabVIEW to develop an application that determines the average count of particles present in water
- Compiled and presented research and achievements into monthly reports using LaTeX

PROJECTS

C.A.M.P Organization Website • cornell-medicine-philanthropy.herokuapp.com   **Mar. – May 2018**
- Created a website for an on-campus medical organization with dynamic updates and online applications
- Used PHP and SQL for photo gallery and implemented login/logout capability

Stratego Board Game Implementation   **Oct. – Dec. 2017**
- Implemented Stratego with OCAML
- Utilized Model-View-Controller framework to organize code
- Developed an AI for user to play against and displayed board and pieces on terminal

Game Predictor Website • gamepredictor.github.io   **Jun. – Sep. 2017**
- Independently developed a website that utilizes web scraping with Python and the D3 library
- Used AngularJS and Materialize to enhance the design and functionality of the application

Resource Pathfinder   **Nov. - Dec. 2016**
- Developed an algorithm to allow an avatar to escape a preliminary 2D maze and maximize its resource collection in a second maze
- Used Dijkstra's algorithm and a min heap with ratios of gold over distance to maximize resource collection

RELEVANT COURSES

Object-Oriented Programming and Data Structures	Functional Programming
Artificial Intelligence	Computer System Organization and Programming
Operating Systems	Intermediate Web Development

SKILLS

Languages and Technologies: Java, Python, MATLAB, C, HTML/CSS/JavaScript, SQL, PHP, Bash