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: 3.6/4.0

Past and Present Courses: Functional Programming, Database Systems, Object-Oriented Programming and Data Structures with Java, Systems Programming, Computer Architecture, Introduction to Computing using MATLAB, Discrete Structures, Introduction to Web Development

Langley High School, McLean, VA **June 2015**
Top 5% of Graduating Class, National AP Scholar
GPA: 3.9/4.0

WORK EXPERIENCE

Booz Allen Hamilton, Washington D.C, *Intern* **June – Aug. 2017**

- Created 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

Skirmos Start-Up, Silver Spring, MD, *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
- Worked with JavaFX to create a GUI component for Skirmos' software products

Kumon Math and Reading Centers, Reston, VA, *Tutor* **May - Aug. 2016**

- Assisted pre-college students with math concepts ranging from Algebra to Multivariable Calculus

Projects

Game Predictor Website gamepredictor.github.io

- Created a site that utilizes web scraping with Python and the D3 library to display teams' data in grouped bar charts
- Utilized data that was scraped to develop an algorithm to predict outcomes of NBA games
- Used AngularJS and Materialize to enhance UI/components 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

Escape and Gold Maximization Algorithm

- 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 Djikstra's algorithm and a Min Heap with ratios of gold over distance for maximizing gold collection

RESEARCH EXPERIENCE

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

- Developing 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

AFFILIATIONS

Association of Computer Science Undergraduates, Ithaca, NY, *Member* **Aug. 2016 - Present**

- Attend bimonthly presentations to improve technical skills and develop connections with the CS community

SPECIALIZED SKILLS

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