

ATHREYA ANAND

CS STUDENT

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CONTACT

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Boingo Wireless_

Software Eng. (DevOps) Intern
Los Angeles, CA

May 2018 > Sep 2018

Tesla Inc._

Software Eng./IT Intern
Palo Alto, CA

Jun 2015 > Jul 2015

Calicom - Video A.I. Startup_

Software Eng./Marketing Intern
Palo Alto, CA

Aug 2016 > Sep 2016

TRACE Studios_

Founder and Developer
Los Angeles, CA

2015 > Present

BuildGT Hackathon_

Mar 2018

Boingo Hackathon_

Aug 2018

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INSIDER

Mobile Game Application
JAVA

BINDER

Mobile Util. Application
JAVA

MINDLESS

Mobile News Application
JAVA

CUEX

Mobile Util. Application
JAVA

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Georgia Institute of Technology

College of Computing, **Honors**
Graduation: **May 2020**, GPA: **3.6**

OBJECTIVE:

- Seeking a software internship in order to gain exposure and use experiences in designing programs, machine learning and artificially intelligent software, as well as mobile and web applications

SKILLS:

JAVA_
SWIFT_

ANSIBLE_
PYTHON_

JAVASCRIPT_
CSS_

BASH_
HTML_

Machine Learning_
C_

EXPERIENCE

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- Wrote 20+ automation scripts with bash/ansible to automate net engineering tasks

- Created automation job to reduce finance server creation down to 10 minutes from ~1 day

- Won Boingo Hackathon with dynamic network load balancer script

- Managed plethora of VMs and IPs through VMware and Infoblox

- Organized servers in data center and helped with software maintenance and backups

- Shadowed several developer meetings and helped with basic tasks

- Learned how a leadership team works at the corporate level

- Gained exposure to the plethora of different teams working on unique projects

- Contributed basic Javascript and HTML/CSS to code base

- Debugged website, designed promo-video, and proofread pitches/scripts

- Shadowed online development meetings and scouted competitor products

- Worked out of an apartment office and got exposure to all aspects of a newfound company

- Became interested in mobile application development and began personal dev. company

- Produced 6 applications; 3 published to play store, 2 submitted to competitions

- Ranked top 100 financial applications in three countries for Cuex: a currency exchange app

- ~10,000 downloads across all applications produced

- Created a vr gamification of hole in the wall with a multiplayer twist

- Used: Raspberry Pi, WebSockets, Unity engine, Xbox Kinect, skeletal recognition, & Google VR

- Created a bash/expect script to automatically switch users based off of network load/usage

- Switched users dynamically on Boingo's network from 2.4 GHz to 5 GHz leading to an average 112% speed improvement

PROJECTS

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- First mobile application published to the play store; 7,000 downloads to date

- Incorporates unique gameflow to allow for local "pass & play" multiplayer

- Several algorithms used to incorporate bot/CPU players to substitute human players

- Incorporates a machine learning image recognition library in order to distinguish paper notes

- Implements Evernote API for note storage and cross platform accessibility

- Incorporates basic calendar functionality to store user/student schedule

- Incorporates custom JSON reader to grab data from online and display efficiently on screen

- Utilizes the reddit API: app grabs stories from multiple subreddits and organizes accordingly

- Emphasizes heavily on good UI and UX for ease of use and beauty-factor

- Incorporates live conversion API that always has the latest exchange rates

- Reached top 100 financial applications in three different countries

- Implemented live cryptocurrency conversions later in life cycle

EDUCATION

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- Honors Student studying **Computer Science**

- **Relevant Coursework:** Intro to Artificial Intelligence, Machine Learning, Data Structures and Algorithms, Object Oriented Programming, Discrete Math