

ATHREYA ANAND

CS STUDENT

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CONTACT

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TRACE Studios_

Founder and Developer

Los Angeles, CA

2015 > Present

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

Boingo Wireless_

Software Eng. (DevOps) Intern

Los Angeles, CA

Aug 2018 > Sep 2018

Boingo Hackathon_

Aug 2018

BuildGT Hackathon_

Spring 2018

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INSIDER

Android Game Application

JAVA

BINDER

Android Utility Application

JAVA

MINDLESS

Android News Application

JAVA

CUEX

Android 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 applications

SKILLS:

JAVA_

ANSIBLE_

JAVASCRIPT_

BASH_

ML_ (Scikit_learn)

SWIFT_

PYTHON_

HTML_

CSS_

C_

EXPERIENCE

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- Became interested in mobile application development and began a development "studio"
- Made 6 applications and published three on the android play store
- Top 100 financial applications in three countries for Cuex: a currency exchange app
- Insider 7,000+ downloads and growing

- Organized servers in Data Center and helped with software maintenance
- 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 to the code base
- Worked out of an apartment office and got a true "startup experience"
- Debugged website and designed promo-video
- Shadowed online development meetings and scouted competitor products

- Wrote scripts in bash & Ansible assisting Net Engineering, Security, Web, and may other teams
- Wrote 20+ automation scripts to automate net engineering tasks
- Won Boingo Hackathon by writing network dynamism script
- Created brm-creation ansible frontend and script reducing setup from 1 day to 10 minutes

- Created a vr gamification of hole in the wall with a twist on multiplayer
- Used: raspberry pi, web sockets, unity game engine, xbox kinect, sekeletal recognition

- Created a dynamic netowrk to automatically switch users based off of network load
- Switched users dynamically on boingos network from 2.4 ghz to 5 ghz and vice versa leading on an average 112 percent speed improvement

PROJECTS

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- First mobile application published to the play store currently 7000+ downloads
- Incorporates unique gameflow to allow for local "pass & play" multiplayer
- Basic algorithms used to incorporate bot/CPU players to fill minimum player requirement

- Incorporates a machine learning image recognition library in order to distinguish paper notes
- Implements vernote 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
- Won best UI design in local competition

- Incorporates live conversion API that always has the latest exchange rates
- Reached top 100 financial applications in three different countries

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