ATHREYA ANAND
CS STUDENT

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

BuildGT Hackathon_
\# Spring2018

Boingo Hackathon_
\# Aug 2018

INSIDER
Mobile Game Application
JAVA

BINDER
Mobile Util. Application
JAVA

MINDLESS
Mobile News Application
JAVA

CUEX
Mobile Util. Application
JAVA

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_	ANSIBLE_	JAVASCRIPT_	BASH_	Machine Learning_
SWIFT_	PYTHON_	CSS_	HTML_	C_

EXPERIENCE

- 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

- 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
- Worked out of an apartment office and got a true "startup experience"
- Debugged website, designed promo-video, and proofread pitches/scripts
- Shadowed online development meetings and scouted competitor products

- Wrote 20+ automation with bash/ansible scripts 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

- Created a vr gamification of hole in the wall with a twist
- Used: rasberry pi, web sockets, unity game 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 boingos network from 2.4 ghz to 5 ghz leading to an average 112% speed improvement

PROJECTS

- 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

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