ATHREYA ANAND

COMPUTER SCIENCE STUDENT
US CITIZEN
CS GPA: 4.0
GRAD: May 2020

SKILLS: JAVA, PYTHON, C, ANSIBLE, JAVASCRIPT, BASH, ML (SciKit, TF, KERAS), SWIFT, CSS,

ABSTRACT: - Seeking a software internship in order to gain exposure and use experiences in designing programs, platform applications, as well as machine learning, data science, and artificially intelligent software

0.0 **CONTACT**

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0.1 EXPERIENCE

AMAZON (AWS)
Software Dev. Eng. Intern
in Cupertino, CA
MAY 2019
- Worked on chip dedicated to cloud-based Machine Learning inference acceleration
- Helped build out runtime instance and focused on building out entire metrics protocol and infrastructure
- Wrote to misc ram of chip and piped through Pacific chip with PCI communication
- Used python to read metrics from chip and and pipe to AWS CloudWatch to create informative fleet dashboards

BOINGO WIRELESS
DevOps Software Intern
in Los Angeles, CA
MAY 2018
- Wrote over 20 automation scripts with bash and ansible to help automate network engineering tasks
- Created automation job to reduce financial server bootup to 10 minutes from over 1 day
- Won Boingo Hackathon with dynamic network load balancing script using bash and ansible
- Managed a plethora of virtual machines and IPs through VMware and Infoblox

TESLA
Software Engineering Intern
in Palo Alto, CA
MAY 2015
- Organized servers in data center and helped with software maintenance and backups
- Shadowed several developer meetings and helped with basic tasks such as IT management and documentation
- Learned and gained exposure to how a leadership team works at the semi-startup/corporate level
- Gained exposure to the plethora of different teams working on unique projects such as self-driving

CALICOM
Software Engineering Intern
in Palo Alto, CA
MAY 2016
- Contributed basic Python, Javascript and HTML/CSS to code base for beta website and platform
- Debugged website, designed promo-video, and proofread/wrote pitches for investor rounds and meetings
- Shadowed online development meetings and scouted competitor products for better competitive analysis
- Worked out of an apartment office and got exposure to all aspects of a newly-founded growing startup

TRACE STUDIOS
Founder and Developer
in Los Angeles, CA
2015 2019
- Became interested in mobile application development and began personal development company
- Produced 6 applications; 3 published to the play store and 2 submitted to local and state (California) competitions
- Ranked top 100 financial applications in three countries for Cuex: a currency exchange/crypto application
- ~10,000 downloads across all applications produced and growinf daily!

0.2 HACKATHONS & PROJECTS

T-MOBILE HACKATHON
Second Place
APR 2019
- Built a live transcription service and universal transcription cloud to help aid T-Mobile's customer service
- Incorporated live semantic analyzer to show emotions of customers in-call with dynamically changing emojis
- Utilized Microsoft Azure's Machine Learning suite of APIs and frameworks

BUILDGT2
First Place
MAR 2019
- Built a real life version of Wii Sports Bowling using a Roomba robot vacuum and an Xbox Kinect
- Used Processing and colored sticky-notes on top of water bottles in order to detect pins and falls/collisions
- Incorporated a raspberry pi to control the roomba remotely as well as interact with basic CSS and HTML

HACKGT5
Top 8 & Best Domain
SEP 2018
- Built a real-world first person shooter using a computer webcam and your very own finger gun
- Constructed with ThreeJS and a lot of angle calculation to determine finger position and shooting mechanics
- Created HSV detection algorithm to determine where fingers are located in real-space to position cursor

BUILDGT1
Best Beginner Project
OCT 2018
- Built a VR recreation of the popular game show "Hole in the Wall" with an innovative addition of multiplayer
- Incorporated Xbox kinect for skeltal recognition & raspberry pi to receive/communicate data with web sockets
- Constructed game with unity and artifacts created within blender; game was tested on Android Virtual Reality

BOINGO HACKATHON
First Place
MAY 2018
- Created a bash/expect script to automatically switch users based off of network load/usage
- Switched users dynamically on Boingo's network (2.4 GHz to 5 GHz) --> led to average 112% speed improvement

INSIDER
Mobile Game Application
JAVA
- Published couch co-op pass & play version of Mafia/Werewolf; over 7,000 downloads to date; 1st application pub.
- Incorporated several algorithms to incorporate bot/CPU players to substitute human players

MINDLESS
Mobile News Application
JAVA
- Created custom JSON parser and organizer to grab and organize articles from Reddit using according API
- Followed UI guidelines heavily with a big emphasis on ease of use including night and daytime readers/themes

BINDER
Mobile Utility Application
JAVA
- Incorporated Machine Learning image recognition algorithms to identify and isolate paper notes
- Implemented Evernote API and calendar functionality for storage, cross-platform accessibility, and student scheduling

0.3 EDUCATION

GEORGIA TECH
College of Computing, **Honors**
Grad: **May 2020**, CS GPA: **4.0**
2017 2020
- Honors Student studying Computer Science with concentrations in Intelligence and People
- Relevant Coursework: Intro to Artificial Intelligence, Machine Learning, Data Structures and Algorithms, Object Oriented Programming, Discrete Math, Computer Architecture
- Cumulative GPA: 3.7