Isha Gani

Course 6-3 MIT '21

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`http://github.com/ixalis`

Education

- **Massachusetts Institute of Technolgy** — Cambridge, MA
  Canidate for Bachelor of Science in Computer Science — *2017-Current*
    - **Coursework:** Design and Analysis of Algorithms, Computation Structures and Digital System Architecture, Fundamentals of Programming, Introduction to Linguistics, and Multivariable Calculus
- **Northside College Prep** — Chicago, IL
  Graduated with a 5.0 GPA — *2013 - 2017*
    - **Coursework:** Data Structures, Multivariable Calculus, Elements of Computing Systems, Database Design (SQL)

Skills

- **Development:** Python (preferred), C, Bash, Lisp, HTML, SQL, JavaScript, LaTeX

- **Technology:** Arch Linux, git, vim, Django, web frameworks, databases

- **Algorithms:** Searching, sorting, hashing, and choice algorithms, as well as with dynamic programming and amortization

- **Languages:** Fluent in verbal and written English; verbal Malayalam; written Mandarin Chinese

Research Experience

- **Clayton Foundation Research Intern (UT Austin Dell Medical School)** — Austin, TX
  Researcher in Paydafar Lab under Dr. Joshua Chang — *Summer 2018*
    - Recreated an implementation of the Extrema Distortion search algorithm in **python**
- **AP Capstone Research** — Chicago, IL
  Researching Human Computer Interaction — *2016-2017*
    - Wrote a paper on applying the concept of the uncanny valley and social geographical language boundaries to text-based human-AI interaction
    - Proposed creating a neural net with a geographical element for learning social colloquialisms. This data could then be applied to an AI's natural language generation and processing.

Personal Projects

- **KnightMechanism** — C
  A chess engine with basic search capabilities — *2015 - Current*
- **Mafiapp** — Python, Javascript
  A website and framework designed to facilitate Live Action Mafia games — *2018 - Current*

Interests

- **Theoretical Computer Science:** Cybersecurity, Cryptogrpahy, Computation Theory, Algorithms

- **Mathematics:** Combinatorics, Linear Algebra, and Information, Game, and Graph Theory

- **Sociology:** Socio/Psycho-linguistics, Natural Language Processing, and Human-AI interaction

- **Other:** Fire spinning, MMA, Board/Video game design, Esoteric progamming languages