SRIRAM ANANTHAKRISHNAN

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EDUCATION

University of Chicago - Mathematics + Computer Science; GPA: 3.8 *September 2023 - May 2026*

Relevant Coursework: Systems Programming, Machine Learning, Honors Theory of Algorithms, Algorithms & Data Structures, Honors Graph Theory, Database Systems, Honors Combinatorics, Honors Abstract Algebra

Leadership/Involvement: Algo Group, Maroon Capital, Sports Analytics Group

Awards: 4x AIME Qualifier (Top 5% scorer), USA Physics Olympiad Semifinalist, Jane Street FTTP, USAMTS Silver Medalist, Jane Street Puzzle Competition Winner

EXPERIENCE

Sorella Labs   **Chicago, IL**
Quantitative Research Intern   *April 2024 -August 2024*
- Researched strategies on the blockchain to help redirect CEX/DEX arbitrage value to adversely selected liquidity providers.
- Work under the CEO in developing game theoretical strategies for the LVR issue plaguing on-chain liquidity providers.
- Lowered average arbitrage volume over Sorella's native DEX by 70%

UChicago Mathematics REU   **Chicago, IL**
Researcher   *June 2024 - August 2024*
- Studied Galois Theory and Complex Analysis under PhD student mentorship.
- Attended various graduate-level lectures on topics such as category theory, p-adic algebra, and birational geometry.
- Wrote a paper on the relationship between Galois Theory and the Fundamental Theorem of Algebra.

Mathleague.org   **Remote**
Problem Writing Intern   *June 2023 - September 2023*
- Wrote over 100+ original competition math problems and solutions.
- Problems were released to over 30,000 students worldwide who participated in mathleague.org competitions.
- Helped run post-competition problem-solving sessions, and helped proctor online competitions.

PROJECTS

HoopsHead2Head - Multiplayer Basketball Trivia Game | *React, Python, Neo4J, socket.io*
- HoopsHead2Head is an online basketball game where the goal is to connect pairs of players through teammate connections.
- Used basketball-reference API to fetch and manipulate player data, hosting it in Neo4J's graph database.
- Developed frontend and backend on React using Flask with socket.io for multiplayer functionality.

Codenames - Codemaster Bot | *Python, Natural Language Processing*
- Codenames is a board game wherein a codemaster gives out "code words" to their team to help them identify related words.
- Used Python's built-in Natural Language Processing libraries, NLTK and Gensim, to train tokenizer on a large set of words
- Wrote algorithm to discover the most semantically similar word to a larger set of words, then used this as the "codeword".
- The Codemaster bot won over 80% of the games against other real humans.

SKILLS

Programming Languages: Python, C++, Javascript

Tools/Tech: Git, React, Flask, Graph Databases, Websockets, Natural Language Processing

Languages: English, Tamil, Spanish