

SRIHARI VISHNU

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TECHNICAL SKILLS

Languages: C/C++, Python, Kotlin, Java, JavaScript, HTML & CSS, Swift, SQL (MySQL)
Tools & Frameworks: Android Studio, Firebase, Raspberry Pi, Arduino, Linux (Basic), Express (Node.js), React

EXPERIENCE

Software/Systems Developer Intern - [GitHub](#) Oct 2019 - Oct 2020
[Open Learning Exchange](#) – Treehouses Team

- Developed an **Android app** that connects to a **Raspberry Pi** over **Bluetooth** for 60+ active installations in remote countries
- Worked on a functional SSH Client within the app for people in remote regions to connect to an SSH server
- Upgraded the **Bluetooth communication channel**, which allowed for seamless connection with a Raspberry Pi
- Redesigned multiple screens and decreased the app size by over 15%, which resulted in positive user feedback
- Proposed and implemented a **multi-threaded** Bluetooth server for the Raspberry Pi, increasing communication efficiency

PROJECTS

Flappy Bird Agent (Machine Learning) - [GitHub](#) Oct 2020 - Dec 2020

Technologies: Python, TensorFlow, Reinforcement Learning

- Incorporated **Reinforcement Learning** and **Genetic Algorithms** to train an agent to play the mobile game Flappy Bird
- The agent achieved 20x higher scores than the average human player, with only the game state as input.

GameFace (Group Video Chat Android App) - [GitHub](#) Apr 2020 - Aug 2020

Technologies: WebRTC, Node.js, Firebase, Android Studio, MVVM, CI/CD, Google Cloud

- Created an **Android** Group Video-Calling application, and developed the backend with **Node.js + Express**
- Implemented clean design practices by leveraging the **MVVM** Design Pattern and used CircleCI for CI/CD

Nova (Programming Language) - [GitHub](#) Jul 2020 - Oct 2020

Technologies: C++, Makefile, GNU Tools

- Built an interpreted programming language written in **C++**, that has functional recursion, variables and lists
- Leveraged the Visitor design pattern to create a flexible and scalable Parser, Lexer, and Interpreter

EasyLang - Hack the North 2019 (Real-time object classifier) - [GitHub](#) Sep 2019

Technologies: Java, ML-Kit, Android, ARCore

- Constructed a **real-time object classifier** on **Android** that translates the name of an object into a given language
- The app displays the result as a label on the object in **Augmented Reality** so that users can learn a new language in 3D.

EDUCATION

Bachelor of Software Engineering Expected Feb 2025
University of Waterloo - **GPA: 96.18%**

Relevant Courses: CS137: Programming Principles (100%), SE101: Software Engineering (100%)

ACCOMPLISHMENTS

- Top 5% of participants in Canadian Computing Programming contest (Honour Roll with Distinction)
- HackerRank [Advanced Problem-Solving Certificate](#)
- Class of 2020 High School Valedictorian