# VISHAL CANUMALLA

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## ABOUT ME

**Interests** Operating Systems, Algorithms, Chemistry, Photography
**Technical Skills** Python, LaTeX, Java, Excel, JMP

## EDUCATION

### University of Washington - Seattle

Undergraduate                                                    Seattle, WA (2020 – 2024)

- Direct Admit to Paul G. Allen School of Computer Science and Engineering

### Skyline High School

Sammamish, WA (2016 – June 2020)

- International Baccalaureate (IB) Diploma Candidate, Summa Cum Laude
- Selected Coursework: IB Computer Science HL, IB Math HL 2, IB Physics HL 2

## HONORS AND AWARDS

### United States National Chemistry Olympiad

American Chemical Society                                                    (March 2017 –)

- 2019 US National Chemistry Olympiad Finalist, scored in the top 5% out of 20,000 competitors nationally
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- 2017 US National Chemistry Olympiad Finalist, scored in the top 5% out of 20,000 competitors nationally, one of only 22 9th graders to reach this stage in the country, and the only one from the Issaquah School District

### National Geographic Photo Contest

Student Expeditions                                                    (January 2019)

- Finalist, top 30 out of more than 5000 entries

## EXPERIENCE

### HoloLens Engineering Intern

Microsoft Corporation                                        Redmond, WA (June - July 2018)

- Studied the influence of the human head on thermal behavior of HoloLens devices.
- Devised experimental plans, built a test vehicle capable of accurately measuring temperature at specific locations and collected data.
- Analyzed the data to extract the influence of the head, separating it from other confounding factors using JMP data analysis and curve fitting, NI SignalExpress data acquisition, and Excel. I presented the findings to the Mechanical Engineering team, and the results were used in product development.

## PROJECTS

### Pop It!

Group Project                                                    [GitHub](#) (2020)

An android and iOS game built in the Unity Engine, with a motion control scheme. Built to experiment with motion controls and game engine development, such as sprite work, UI and user experience, and game mechanics

### Molecular Modeling for HoloLens

Microsoft HoloCatalyst                                    Mountainview, CA (June - July 2018)

- Built a prototype for 3D Molecular Modeling in HoloLens using Blender and Unity for the HoloCatalyst program to kickstart innovative applications of HoloLens. Invited to present idea in California.

### Bison

Personal Project                                                    [GitHub](#) (2020)

A documentation of my exploration of basic operating systems through a rust operating system blog. Through this blog, I have learned basics of operating systems including but not limited to text buffers, memory allocation, boot processes, and prevention of system-crashing errors. [(link to blog)](#).