Sanjay Sankaran

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Projects

Vulkanized (Work in Progress)
a Vulkan wrapper / simplified API, used to make a 2D physics engine.
Skills: Vulkan, C++, Parallelism, Cross–Pipeline synchronization

TraiNNer
A Platform to design and create neural networks.
Skills: PyTorch, QT5, Graph Data Structures, Recursive Tree Evaluation.

D-chat
a decentralized peer-to-peer chat application that uses WebRTC, built with python.
Skills: Networking (WebRTC, HTTP), REST APIs, Cloud Server management, Databases, Python.

Ascii-Render
a 3D raster engine that runs in the terminal, rendering 3D models in realtime.
Skills: Linear Algebra, Trigonometry, C++, Python, Linux/Bash

Pianoputer
Open-source Fork of pianoputer, allows you to play the piano using a computer keyboard.
Skills: Python, Device I/O, Pygame

Arrow
An interpreted programming language implemented in java.
Skills: Regex Token Matching, AST

Machine learning - research:
Reinforcement Leaning: Autonomous vehicles, pathfinding in PyTorch.
Natural Language Processing: fine-tuning consumer-grade LLMs such as Llama, using llama.cpp.

Education

University of Washington Seattle - Bachelors in Computer Science (2024 - Present)

Bellevue College - Associates in Arts and Sciences (2023 - 2024)