

Anish G. Krishnan

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Education

Carnegie Mellon University

Computer Science and Information Systems
Dean's List every semester
Class of 2021 • GPA 3.76

Relevant Course Work:

cs231n Convolutional Neural Networks
15-381 Artificial Intelligence
10-315 Machine Learning
16-365 Computer Vision
15-451 Algorithm Design and Analysis
15-440 Distributed Systems
15-210 Parallel/Sequential Algorithms
15-251 Great Theoretical Ideas in Comp Sci
15-213 Computer Architecture
67-262 Database Design/Development (SQL)

Technology/Framework

Systems	Flask
Boost	Firebase
AWS	Leap Motion
iOS/Android	ARCore/Sceneform
MongoDB	Google Cloud Platform


Languages


Experienced	C
	C++
	Python
	Java
	Golang
Proficient	Functional Programming
	SQL
	JS
	React
	Unity
	Assembly


Hobbies

Photography
Filmmaking
Playing Saxophone


Experience


 Citadel Securities – Software Engineer - Crypto (Aug 2021 - Present)
I lead technical development of several core components for robust and performant trading systems. Launched the crypto business in 2022.
Skills: Template Metaprogramming, Functional Programming, Digital Assets


 Facebook – Software Engineer Intern (Aug 2020 – Dec 2020)
Designed and Developed priority-based fair-share scheduling algorithms for distributed systems and improved a generic resource isolation library/service for multi-tenant systems.
Skills: Fair-share Scheduling, Multi-tenancy, Concurrency, C++

 Citadel – Software Engineer Intern (May 2020 – Aug 2020)
Conceptualized and Designed a Distributed System to pipeline large datasets to research teams. Wrote a prediction algorithm for European ETF Volume. Worked in Equities Quantitative Research.
Skills: Distributed Systems, Algorithms, ETL framework (Extract/Transform/Load)

CMU Algorithms Head Teaching Assistant (Aug 2019 – June 2020)
Upper Division CS course on Parallel and Sequential Algorithms (15-210).
Managing course staff of 20 teaching assistants, working directly with professors. Leading 30-student weekly recitations, creating homework assignments, holding office hours and review sessions.
Topics: Divide and Conquer, Graph Contraction, Greedy algorithms, Hashing, Sparse matrices, Balanced Trees, and Dynamic programming.

 Oculus VR – Software Engineer Intern (May 2019 – Aug 2019)
Conceptualized, Designed, and Developed an Autonomous Simulation Framework for standalone Oculus devices. Core Systems Engineer on VR OS Team.
Skills: Inter-process Communication, Concurrency, Low-level C++, Algorithmic Thinking.


 Yahoo – Software Engineer Intern (May 2018 – Aug 2018)
Designed and Developed an Augmented Reality based Advertising Platform for Android Mail Client using Google ARCore, Sceneform. Built using Java/Kotlin.

 IBM Almaden Research Center (Aug 2016)
Youngest attendee invited to join the 200 leaders in Silicon Valley at the 30th Anniversary.

Projects, Awards & Honors

PennApps – **Won 5 Awards [of 100 teams]** (2/19)
Echo is an intelligent, environment-aware smart cane that acts as assistive tech for the visually or mentally impaired. <https://devpost.com/software/pennapps2018-l4m37i>

HackCMU – **Won (Google/Bloomberg) Awards [of 35 teams]** (9/18)
Syne is a tensorflow-based sign language processing system that allows mute people to efficiently communicate with the outside world. <https://devpost.com/software/syne>

 Air DJ (10/17 – 12/17)
Developed a Virtual Reality based DJ application in Python using a Leap Motion Sensor and Fourier Transform. An intuitive new method of convolving music with the hands without the use of a keyboard or mouse.

AT&T Shape Hackathon – **\$20,000 Grand Prize Winner [of 3000 hackers]** (7/16)
Developed a platform that helps victims of physical violence and promotes community safety. <https://developer.att.com/blog/shape-hackathon-winners>.

Cupertino Hacks II – **1st Place Winner [of 45 teams]** (6/16)
Developed an alert based criminal inhibition platform that helps victims of physical violence.