

# Anik Singha

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## EDUCATION

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### Hunter College

B.A - Computer Science; GPA: 3.62

Aug 2021 - May 2025

## EXPERIENCE

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### Google Software Engineering Program (G-SWEP)

Aug 2023 - Oct 2023

Participant/Mentee

- Selected as one of 80 participants, outperforming 1000+ applicants
- Participated in 10 weeks of rigorous, technical mentoring sessions with a Google SWE
- Attended workshops designed to enhance technical problem-solving and interview skills

### MNC Development

Feb 2023 - May 2023

Software Engineer Intern

- Developed a fully functional real estate website from scratch, allowing users to easily rent/buy properties
- Utilized React and Material UI to create a visually appealing and responsive UI.
- Leveraged Firebase to develop and implement a robust backend solution, incorporating a high-performance database for efficient data storage and management
- Designed and implemented an advanced filter and sort functionality, resulting in a streamlined user experience

## PROJECTS

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### Chat App

- Engineered a comprehensive chat application incorporating user authentication, profile management, and real-time messaging functionality
- Utilized AWS DynamoDB for efficient user and message storage, streamlining access and creation
- Harnessed the capabilities of React, Material UI, and EmotionJS to create a modern UI and layout
- Optimized build processes using Vite and created a CI/CD pipeline using github actions for easy deployments

### AI Subtitle Generator

- Developed a robust subtitle generation platform by creating a customized wrapper for the Whisper AI API
- Implemented a self-hostable HTTP microservice using Flask to streamline integration with web applications
- Containerized the server application with Docker and deployed to AWS EC2
- Designed and implemented an intuitive frontend using React, allowing users to effortlessly upload files and utilize the subtitle generation service

### Monster Escape

- Employed C# scripting to drive the development of an immersive VR experience, optimizing intricate scripts for enhanced interactivity and gameplay mechanics, resulting in a highly engaging user experience.
- Utilized knowledge of Unity to create a VR game that redefined interactivity and immersion, harnessing Unity's rendering, physics, and real-time interaction capabilities to craft a virtual environment.
- Collaborated closely with three other people to maintain version control through Git, ensuring project stability and a streamlined development process.

## RELEVANT COURSEWORK

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Software Analysis and Design 3 (DSA), Computer Architecture 2, Operating Systems  
Relational Databases and SQL Programming, Intro to Data Science, VR/AR/Mixed Reality

## TECHNICAL SKILLS

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**Languages:** Python, Javascript, C#, Java, SQL (Postgres), HTML/CSS

**Frameworks/Tools:** AWS Cloud, React, NodeJS, Flask, ExpressJS, Material-UI, FastAPI, Docker, Unity, Git