



# ANSHAJ VATS

Sunnyvale, California

☎ 251-459-1826 ✉ [avats@sfsu.edu](mailto:avats@sfsu.edu)  <https://www.linkedin.com/in/anshaj-vats/>  
 <https://anshajvats.github.io/Portfolio/>

## Education

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### San Francisco State University, California

Sep 2023 – May 2025

*Master of Science in Computer Science, 4.0/4.0*

*San Francisco, CA*

Course work: Introduction to Machine Learning, Natural Language Processing (NLP), Data Mining, Reinforcement Learning

### San Francisco State University, California

Aug 2020 – Aug 2023

*Bachelor of Science in Computer Science, 4.0/4.0*

*San Francisco, CA*

Course work: Operating Systems, Database Systems, Computer Networks, Human-Computer Interaction, Artificial Intelligence

## Experience

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- **Amazon - Software Development Engineer Intern (San Francisco, CA):** May 2023 – August 2023
  - Designed and implemented a versatile API, reducing cloud resource creation time by 20% on AWS, Azure, and GCP. Integrated Plumi CLI with major cloud providers (e.g., AWS, Azure, GCP), enhancing cross-platform compatibility for users. Developed a user-friendly frontend for Plumi CLI, increasing user engagement and project efficiency. Provided real-time feedback on resource creation time and progress, improving overall project completion efficiency.
- **Girls Make Games - Software Engineering Intern (San Francisco, CA):** June 2022 – August 2022
  - Developed multiple games using Java, Unity, Blender, and Trello within a 3-month period. Mentored students in game development, enhancing their technical skills.
- **University of San Francisco - Research Assistant / Teaching Assistant (San Francisco, CA):** Aug 2022 – Dec 2023
  - Analyzed the impact of the "Don't Say Gay" law using Natural Language Processing, MySQL, and Python. Developed a sentiment analysis model to track public opinion on social media. Created data visualization dashboard using Tableau for result presentation. Technologies: NLTK, Pandas, Scikit-learn, MySQL, Tableau.

## Projects

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- **Tank Game(Java):** My project was about a tank game where two players fight until their tanks are destroyed. Each tank has three lives and 100 health. The game also includes power-ups.
- **Youtube Clone (Full-Stack):** Developed a full-stack YouTube clone utilizing MySQL for backend data management, Handlebars for dynamic front-end templating, and JavaScript, HTML, and CSS for responsive user interface design and functionality.
- **PageRank with Apache Spark(Scala):** Implemented an iterative computation using Apache Spark on the Twitter social graph(10GB) to rank each user by their influence using PageRank algorithm on a cluster of Azure HdInsight machines
- **HoboBank (Frontend):** Designed and developed a modern banking concept website using React and Tailwind CSS, showcasing advanced UI/UX principles. Utilized Figma for initial design work and successfully deployed the responsive frontend on GitHub Pages.
- **GoogleSearch (C++):** Implemented a backend system for a Google search application using C++, integrating Google API for data retrieval and implementing a custom database to store and serve search results from the last page of queries.
- **Movie reviews sentiment analysis(Python, Pytorch):** Developed predictive RNN models and used NLP techniques to determine sentiments of movie reviews using 25000 training samples
- **Competitive learning Platform(Pandas, Python, NLP):** Developed CLP platform, an online continuous improvement tool using academic dataset and used NLP libraries and Pandas framework to provide automatic partial performance feedback to students on individual or collaborative assignments

## Technical Skills

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**Languages:** Python, PHP, C++, JavaScript, SQL, Bash, JAVA

**Frameworks:** Scikit, NLTK, TensorFlow, Flask, NodeJS, LAMP, Keras, SpaCy, Django

**Tools:** MySQL, GIT, Docker, Kubernetes, PostgreSQL, SQLite, PyTorch

**Developer tools:** Git, Docker, TravisCI, Google Cloud Platform, VS Code, Visual Studio, Pycharm, IntelliJ, Eclipse