

ANSHAJ VATS

Sunnyvale, California

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 <https://github.com/AnshajVats>

Technical Skills

Languages: Python, PHP, C++, JavaScript, Angular Typescript, SQL, Bash, JAVA, React, HTML, CSS, Database scheme

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

Organisation: Girl Who Code

Portfolio: <https://anshajvats.github.io/Portfolio/>

Experience

- **Amazon - Software Development Engineer Intern (San Francisco, CA):** May 2023 – August 2023
 - Designed and implemented a versatile API, integrating the Plumi CLI with major cloud providers such as AWS, Azure, and GCP, to enhance cross-platform compatibility for users. Additionally, I developed a user-friendly frontend for the Plumi CLI, which significantly increased user engagement and project efficiency, while providing real-time feedback on resource creation time and progress, improving overall project completion. I collaborated closely with the team lead throughout the development process and successfully presented and delivered the final project to the organization's Vice President and Manager.
- **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 (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

- **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.
- **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.
- **Tank Game(Java):** Designed and created a UML diagram for the initial architecture of the game. The implementation utilized interfaces and inheritance to enhance scalability, along with modern design pattern techniques.
- **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.
- **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

Education

San Francisco State University, California

Bachelor of Science in Computer Science, 4.0/4.0

Course work: Operating Systems, Database Systems, Computer Networks, Human-Computer Interaction, Artificial Intelligence, Data Structure and Algorithms, Software Engineering LAMP, Keras, SpaCy, Django

Aug 2021 – Dec 2024

San Francisco, CA