Anubhav Saxena

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Objective

To obtain a software engineering internship for Summer 2016 to add practical experience to theoretical knowledge.

Education

Purdue University	West Lafayette, IN
B.S. in Computer Science	May 2019
Jamnabai Narsee School	Mumbai, India
International Baccalaureate	2013 - 2015

Skills

Programming - Java, Python, C, C++, Ruby

Web - HTML5, CSS (+ Bootstrap), Javascript, jQuery, Node.js, Express.js, AngularJS, Rails (Ruby), MongoDB

Mobile - iOS (Swift), Android

Hardware - Arduino, Raspberry Pi, Oculus Rift

Tools - Vim, Git, Android Studio, Xcode

Other - Unix (shell)

Experience

Jamnabai Narsee School	Mumbai, India
Software Developer	April 2015

Developed and implemented a general management software application to digitize physical data, building a Graphical User Interface based Java software, "Task Machine", following system analysis and design procedures.

Jamnabai Narsee School	Mumbai, India
Animation Designer	2014

Designed a public display computer animation demonstrating working principles of a submarine. (Part of high school curriculum's "Group 4 Project").

Projects

Illuminux   July 2015 - Present

A gesture-based multiple-source lighting/ source control system programmed on Arduino UNOs, with numerous prospective applications, such as extensive DJ set control, next-level classroom + technology interactivity, etc.
An ongoing project.

GridLink   October 2015

An Android communication application primarily for secure intra-firm communication with accessible backend features such as monitoring and control over messages, users and logins by administrators, and a host of other features. Developed and designed from scratch on Android studio. Uses Sinch and Parse for server-side and backend.

QuestionTool   November 2015

An iOS application built for the classroom, primarily for exchanging messages related to class content. A simple button press allows students to ask the professor a question, without disrupting class flow. Programmed from scratch on Xcode, in Swift. Uses Sinch and Parse for server-side and backend.

Pulse   September 2015

A light, simple and clean text editing software, "Pulse", with a beautiful graphical user interface. Programmed from scratch in Java, on Netbeans.
github.com/AnubhavSaxena97/Pulse

NukeParty   May 2015 - Present

YouTube channel for gaming tips, strategies and advice, soon to expand into how-to videos on computer software applications and programming tutorials.