Anurag Sanjay Bannur

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EDUCATION

Northeastern University, Boston, MA — Sept. 2019 – Present
College of Computer and Information Science — Expected graduation: May 2021
Candidate for a Master of Science in Computer Science — **GPA: 3.83/4**
Related courses: Programming Design Paradigm, Database Management Systems, Algorithms, Web-Development

Visvesvaraya Technological University, Belgaum, India — Aug 2015-June 2019
RNS Institute of Technology
Bachelor of Engineering in Electronics and Communication
Related courses: Object Oriented Programming, Data Structures and Algorithms, Programming in C

TECHNICAL KNOWLEDGE

Languages:	Java, Python, JavaScript, Dart, C, C++
Databases:	MySQL, Firebase, MongoDB, Mongoose, SQLite
Technologies:	Spring Boot, AWS, JPA, React, REST, Flask, Angular, Git, Node.JS, Express.JS, GraphQL
Mobile technologies:	Android (Java and Flutter)

WORK EXPERIENCE

Vikify, Bangalore, India — Aug 2018 – Nov 2018
Software Engineering Intern

- Built a video Streaming mobile application for a professional vlog sharing platform using the Java Android SDK.
- Implemented user authentication using OAuth2.0 and developed APIs for CRUD operations of different user roles.
- Decreased feed latency by 90% by integrating Firebase's RealTime DB with Cloud Storage for the media content.
- Analyzed dominance of YouTube vlogs and used YouTube Android API, enabling the platform to support YouTube content.
- Revamped the previous Video Player by using the ExoPlayer library, thus improving the video stream time by 75% .
- Broadened the feature set by implementing Room Persistence Library (SQLite) thus allowing users to store vlogs locally if needed. Github: https://github.com/Anurag26/vikify_mvp

Kodebay, Bangalore, India — Oct 2017 – Aug 2018
Software Engineering Intern

- Improved the Kodebay platform's code editor by implementing an in-browser interpreter of Python using Skulpt, reducing the user submitted code grading time by 35% and load time by 20%.
- Engineered the cloud migration pipeline of the application to Digital Ocean and designed the platform's load balancer functionalities along with backend APIs using the Spring MVC for the faculty-side application.
- Implemented the Student side MERN application with JWT authentication and session maintenance.
- Developed API calls for various CRUD operations to be used by the students using Node with MongoDB for persistence and established secure routing to the domain.

ACADEMIC PROJECTS

EasyEvent: A GraphQL based MERN application — March 2020 – May 2020

- A Full-Stack Web App which can be used to view, create and book events. Used GraphQL along with FB's dataloader library which helped in batching and caching various API calls to the DB per node event loop cycle reducing the reads and the total number of end-points for internal CRUD functions. Github: https://github.com/Anurag26/GraphQL-BE

Wanderer: Travel fare aggregator and search engine for flights and hotels — Oct 2019 – Dec 2019

- A Full-Stack Web App built using MERN (MongoDB, Express JS, React JS and Node JS) Stack that manages different user profiles, scopes and login. It facilitates flights search/booking and hotel search/booking across different vendors and provides sitewide search capabilities using Elasticsearch. YouTube video of the project: https://youtu.be/Nq00RQAPJc4

Autonomous Unmanned Ground Vehicle (AUGV) — Jan 2019 – May 2019

- Created a rover to ferry loads between two points. Developed REST based microservices using FLASK and an Android app to control the rover. Used Google Cloud Platform Map and Places API for navigation purposes. Programmed the RPi to run the web server on boot with other hardware peripherals. Github: https://github.com/Anurag26/AUGV
- Published an IEEE paper based on the AUGV project https://ieeexplore.ieee.org/document/9031017