

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, SQLite

Technologies: Spring Boot, AWS, JPA, React, REST, Flask, Angular, Git, Node.JS, Express.JS, Bootstrap

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

- Created a JS based 'markup grading engine' to assess the user submitted markup code using DOM principle.
- 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.
- Developed REST based microservices using Spring Boot framework.
- Modularized and documented the code to increase code readability by 50% which was used to onboard new interns.

ACADEMIC PROJECTS

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>

AWARDS AND INITIATIVES

- Runner up for Autonomous Unmanned ground Vehicle in IEEE Open House Expo 2019 at RNSIT
- Conducted Android workshop in college for over 100 students as a member of the Google Student Developer Club