

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)

Publications: IEEE paper <https://ieeexplore.ieee.org/document/9031017>

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>

Whiteboard: A Learning Management System (LMS)

Jan 2020 – May 2020

- A BlackBoard clone consisting of two parts the Student and Instructor. Spring MVC, MySQL was used with React.JS and Redux for the student application. Angular2.0, Express, NodeJS and MongoDB was used for the Instructor application.
- Instructors can create courses and the students enrolled could view their courses, course material and attempt quizzes.

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>