

ANURAG BARAL

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EDUCATION

Truman State University

Bachelor of Science in Computer Science.

August 2014 - Present

EXPERIENCE

Truman State University Information Technology Services

Student Web Developer

July 2016 - Present

Kirksville, MO

- Executed businesslike architecture and developed user interface design using HTML5, CSS3, JavaScript, JQuery AJAX, ANGULAR JS and JSON.
- Created UI/UX complying the needs of the clients.
- Implemented JQuery Ajax for service calls on pages to interact with the server for information and maintained back-end framework.
- Tracked, maintained and debugged different work projects.
- Participated in code reviews and performed code demonstration.

Bulldogs Cricket Club

Web Developer

January 2017 - present

Kirksville, MO

- Created and maintained a custom responsive website implementing PHP, HTML5, bootstrap, start-bootstrap theme, JavaScript, SQL and custom CSS using JetBrains PhpStorm.
- Consulted with client about site functionality, objectives and taught them to use required software.

Truman State University Statistics Department

Grader/Tutor

August 2015 - May 2016

Kirksville, MO

- Helped to grade assignments and quizzes collected by the professors.
- Assessed and looked after 40+ students' progresses throughout the semester and worked closely with the professors and students to efficiently plan and coordinate course works.

St.Louis Community College Academic Support Center

Tutor for Calculus and Economics

August 2013 - May 2014

St. Louis, MO

- Assisted students who are in need of extra academic support outside of the class.
- Routinely checked if the resources at academic support center were utilized in a proper manner.

AWARDS AND ACTIVITIES

Phi Theta Kappa

Vice-President of Fellowship

August 2013 - May 2014

St. Louis, MO

- Organized induction events and fund raising events.
- Conducted various surveys on how to make the campus a better place for quality education.

CLASS PROJECTS

Connect Four Game

Language - Python

2016

- Created a connect four game based on Minimax and Alpha-beta Pruning algorithms as Artificial Intelligence Project using expert systems, knowledge engineering, learning, natural language understanding and symbolic computation.

Database Management for a Soccer League

Database - MS SQL, MongoDB

2016

- Designed a database schema using fundamentals of current design approaches in database systems, including extensive work with a commercially available system.

Flying Object Game

Language - Java

2015

- Created a flying object game using event-driven programming, design patterns, collections, generics, graphical user interfaces and concurrent programming for Object-Oriented Programming and Design course.

Website for a Band

Language - PHP

2016

- Designed a website as a semester long project for a band using concepts relevant to building large applications for the World Wide Web.

TECHNICAL STRENGTHS

Computer Languages

Ada, Java, Python, C/C++, Bash.

Web

HTML5, JavaScript, PHP, AngularJS, CSS, Java Applets, Servlets, XML, Zend Framework.

Applications

Eclipse IDE, GarageBand, Logic pro, PhpStorm, Latex.

Database

MYSQL, MongoDB, MS Access.

Systems

Linux, MAC OS, Windows.