CARY ANDERSON
SOFTWARE DEVELOPER

CONTACT

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EDUCATION

California State Polytechnic University, Pomona
B.S. Computer Science 2016
GPA: (3.49/4.00)
Graduated: March - 2016

SKILLS

PROGRAMMING LANGUAGES: Java, Python, Javascript, C++, HTML/CSS, Swift, Bash, Scala

SOFTWARE: Linux, Git, Bash, Sed, Awk, npm, Docker, AWS, csh, zsh, sh, Docker

FRAMEWORKS: Android, Django, Play Framework (2.3.x), Express.js, Node.js, iOS, wxWidgets (C++), wxPython, OSX/Cocoa

OTHER: Networking, TCP/IP, IPV6, X86_64, MIPS, MySQL

ACTIVITIES

Pyladies Los Angeles - Active Member

Cal Poly Pomona CSS (Computer Science Society) - Active Member

Hackathons:

HackPoly - "Produce.me"

HackSC - "LegalEasy"

LA Hacks - "SnapChess"

Facebook Socal Regional Hackathon - "Buttle"

HackUCI - "HiddenList"

Salesforce Summer of Hacks - "ILostMyPuppy"

Women's Health Codeathon - "Fifteen"

EMPLOYMENT

IBM Austin, TX
Software Engineer - Android Jun 2016 to Current
- Currently leading development of a security focused Android app
- Closely following requirements of crypto specification while also keeping with Android best practices
- Implemented a novel architecture for Android REST clients
- Working with a team to integrate the app with a REST API
- Following design specification and helping to translate an existing app design from iOS to Android

Also worked on another project building a web app using Node.js and Express to create an online collaborative text editor, with PAAS and microservice integration.

Comcast Sunnyvale, CA
Software Engineer Intern Jun 2015 to Sep 2015
- Worked with a team of developers to create an Android app according to a specific UX design spec.
- Personally built many key features of the Android app's UI and backend including the app preferences, on-boarding experience and other main screens.
- Collaborated to integrate the app with existing REST API's and used OAUTH2 for authentication.
- Participated in regular two-week sprints, using Agile methodologies.

Enthrall Sports Huntington Beach, CA
Software Developer Apr 2015 to Jun 2015
- Contributed several key features to a Vine style touch-to-record video sharing Android app using ffmpeg, including the touch-to-record feature as well as the video concatenation and video uploading features.
- Implemented a RESTful authentication system to allow users to log in via web and a mobile app as well as prevent CSRF attacks.
- Developed Android app to collect user's phone and music playlist info to be aggregated on a central server.
- Worked with a small team to create aggregate server in Java using the Play framework.
- Used Agile methodologies working closely with a small team to regularly finish and deliver sprint goals.

Symontek Irvine, CA
Software Developer Dec 2014 to Apr 2015
- Built a prototype Android app using RTSP to stream live video to a large screen.
- Designed and implemented a prototype Android app to collect music information from a user's phone and send their information to be aggregated on a central server at a sporting event upon arrival.
- Worked closely with teammates to implement an OSX/Cocoa app acting as a streaming video player and central server, using MySQL and WebSockets for storage and communication respectively.

Thales Group Irvine, CA
Software Engineer Intern Jun 2014 to Dec 2014
- Built an Android app from scratch to run on several different handsets, allowing users personalize their entire experience and log into an aircraft seat with their phone. Utilizing NFC and a background service running WebSockets for communicating and launching activities.
- Implemented an entire tile based interface using HTML5/CSS3/JS + jQuery, and integrated it into existing seat hardware.
- Worked with teammates to modify and integrate existing C++ eye-tracking and gesture recognition (OpenNI) code into new interface utilizing WebSockets + Play Framework for communication.
- Updated, maintained, and added significant features to existing UI.
- Created a remote controlled video player in OSX using Swift/Cocoa + Websockets