

ANIRBAN KUMAR

Edison, NJ

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EXPERIENCE & AWARDS

iOS Developer

03/2014 - Present

Published many apps to the App Store and got over 55,000 *unique* downloads.

- Blockr & Blockr Plus - both apps block ads on iOS' Safari and the latter also removes ads from YouTube
- Basketball Keeper - score keeping app for basketball in which you can count team score, but also player performance (rebounds, assists, 3 pt accuracy, etc...) At the end of the game, you can generate a PDF of all the stats and share it.
- SAHRI - made for South Asian Health Resource Initiative, or SAHRI, which is a nonprofit organization. The app allows people to find events related to their health and wellbeing, as well as access to articles and resources directly in the app
- Locate It AR- an augmented reality "compass" in which users pin locations such as landmarks or parked car and later view them in Augmented Reality.
- Dodgy Ninja - a simple game where the user has to tap the screen to make sure the ninja doesn't run into an obstacle.

Tech Intern at Edison Board of Education Department

Summer of 2017 & 2018

Worked with the technology department on the following

- Troubleshooting and repairing hardware problems on student's Chromebooks
- Installing antivirus and other software on district PCs
- Imaged student issued MacBooks with a custom school district image

Apple's WWDC Scholarship Recipient

June of 2017 & 2019

Apple's WWDC Scholarship is awarded to only 350 students worldwide. In order to be selected, we had to develop an interactive Xcode or Swift Playground that could be experienced pithing 90 seconds.

SKILLS

Languages: Swift, Java, HTML, Python, CSS, C (learning)

Technologies & Frameworks: UIKit, Auto Layout, CoreData, ARKit, SwiftUI, Firebase

Operating Systems: iOS, watchOS, macOS, Windows

EDUCATION

Rutgers University, New Brunswick, NJ

COMPUTER SCIENCE - Bachelors

Class of 2022

Courses:

- Intro to Computer Science
- Data Structures
- Computer Architecture (currently)
- Calculus I & II
- Intro to Linear Algebra (currently)
- Intro to Discrete Structures I (currently)