

Anthony Damore

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EDUCATION

University of Southern California Aug 2018 – Dec 2020
B.S. Mathematics & Economics, Minor in Computer Science (Magna Cum Laude) Total GPA: 3.72/4

Relevant Coursework: Mathematics of Machine Learning, Machine Learning (graduate-level), Statistics, Probability Theory, Data Structures & Object Oriented Design, Discrete Methods in Computer Science

Boston College Aug 2017 – May 2018
Mathematics and Economics Major Total GPA: 3.68/4

PERSONAL PROJECTS

Chess Engine & Front-End – chess.anthonydamore.com Dec 2020

- Developed a chess engine in Python, using the Flask web framework to expose it through an API
- Used iterative deepening search, alpha beta pruning, minimax, zobrist hashing, and other techniques
- Created a corresponding front-end site to play with, using the ChessJs and ChessboardJs libraries

YouTube Group Watch Party – youtube.anthonydamore.com Jun 2020

- Created a web app allowing users to create and share YouTube video watch rooms with their friends
- Added the ability for any viewer to pause, unpause, or change playback speed for all viewers in the party
- Leveraged the YouTube API to set up event listeners on user interactions with the video controls
- Utilized websockets to send video state to a NodeJS server, which propagates the video state to all viewers, thereby syncing their video controls to give the illusion of a single video stream that all viewers control
- Designed for scalability with minimal server load, since video content is served directly from YouTube

URL Shortener – url.anthonydamore.com May 2020

- Created a RESTful API to create and retrieve short URLs using a PostgreSQL database and NodeJS server
- Added a mobile-friendly front-end wrapper for the API using HTML, CSS, JavaScript and JQuery

Terminal-based C++ Search Engine Mar 2020

- Created a terminal-based search engine in C++ capable of crawling, indexing, and searching local files
- Implemented functionality for executing logical operators on the sets of matches for search terms

Sudoku Online Generator & Solver – sudoku.anthonydamore.com Jan 2020

- Developed an online Sudoku puzzle generator and solver, using HTML, CSS and JavaScript and JQuery
- Added features for custom difficulty games and auto-saving game progress to browser cookies

WORK EXPERIENCE

Instart (*Akamai Technologies*) – Cloud App Solutions – Marketing Intern, *Palo Alto, CA* Jun 2019 – Aug 2019

- Improved website search ranking by altering HTML meta tags
- Oversaw and maintained marketing leads within Salesforce to push leads to SDR team
- Developed marketing campaigns and analyzed data from previous marketing campaigns
- Assisted in the development of new website marketing materials to increase traffic

Target Corporation – Retail Service Advocate, *San Jose, CA* Jun 2019 – Aug 2019

- Assisted in front end services, overseeing in-store transactions and customer experience

SKILLS & INTERESTS

Languages (most to least proficient): Python (Flask), JavaScript (React, Node), C++, Java, SQL

Interests: Game Theory, Machine Learning, Artificial Intelligence, Statistics, Web Development