

# ANISH KOTTU

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## EDUCATION

### DUKE UNIVERSITY

**B.S. Computer Science • B.S. Statistics**

**Durham, NC**

**August 2017 – May 2022**

- Design and Analysis of Algorithms • Software Design and Implementation (Design Patterns) • Computer Architecture (MIPS, C) • Database Systems (SQL) • Discrete Math for Computer Science • Data Structures and Algorithms (Java) • Introduction to Programming (Python)
- Regression Analysis (Multiple Regression Modeling) • Statistics (Theoretical and Bayesian Statistics) • Data Science and Statistical Thinking (R) • Probability (Combinatorics, Distributions)

### UNC CODING BOOT CAMP

**Web Development Student**

**Raleigh, NC**

**January – July 2019**

- Trained in an intensive, six-month full-stack web development program, using frontend technologies such as jQuery and Bootstrap, supported by backend technologies like SQL, Node, and MongoDB, using Git as an SCM tool
- Created 4 large-scale applications, one of which was an app called Autochef that helped users find recipes based on food items in their pantries, using a Bootstrap frontend and Ajax backend backed by the Edamam API, Google Maps API, and a Firebase database

## EXPERIENCE

### LIBERTY MUTUAL

**Software Development Intern**

**Remote**

**May 2021 – August 2021**

- Enhanced cloud-driven data stream to the Tier I General Insurance and Underwriting System (GENIUS) application, a policy administration and policy accounting application that supports the full life cycle of commercial insurance quotes and policies
- Developed client information access via application displaying publisher transaction information, summary statistics, system health checks
- Established 5 OAuth implementations for Apigee API Gateways in data stream to GENIUS Integration System (GIS)
- Devised MVP of new architectural design for data flow of API requests regarding actuarial reporting to a data lake via DynamoDB database
- Overhauled recommendations feature on Risk Engineer Workbench (REWB) to be more intuitive and functional for Risk Engineers

### THE CODING SCHOOL

**Instructor • Curriculum Developer**

**Remote**

**May 2020 – present**

- Taught 7 separate students Python and web development curriculums in one-on-one sessions, from basic conditionals and logic to algorithms and object-oriented development
- Launched 10 modules in comprehensive web development curriculum for the CodeConnects program involving backend and frontend technologies, designed to teach students from 13 to 21 years old how to code from basic skills in HTML, CSS, and JavaScript to full-fledged design and development involving Flask and Node

## PROJECTS

### DOUG'S LARGE ASSORTMENT OF MINI-GAMES

**ReactJS • NodeJS • MongoDB • Bootstrap • HTML5 • CSS3 • JavaScript**

- Introduced K-12 students and Liberty Mutual recruits to the fundamentals of the insurance industry
- Placed 2<sup>nd</sup> in Liberty Mutual hackathon, 1<sup>st</sup> in fan vote

### ARBITRARY BASKETBALL GRADE PROJECT

**Python • Pandas • NumPy • Seaborn**

- Explained the necessity and definition of custom, newly created statistics known as the Arbitrary Basketball Grade (ABG) and Enhanced Arbitrary Basketball Grade (eABG) which measured over 9000 player statistical season outputs compared to their hits to a team's salary cap
- Analyzed results of the statistic in the understanding of the NBA and where value efficiencies lie and the best players for the past 20 years

### GRID SIMULATIONS

**Java • JavaFX • JUnit4**

- Modelled 6 variants of the Game of Life such as Percolation and WaTor, displaying outputs to the user with customization options
- Utilized CSV reader to maintain data-driven practices using over 15 customizable data files
- Organized production of application using the Model-View-Controller approach and test-driven development (TDD) with over 50 unique tests

### HOOPER

**Python • Flask • NodeJS • PostgreSQL • Bootstrap • jQuery • HTML5 • CSS3 • JavaScript**

- Displayed and manipulated database with more than 500 entries of real NBA players, teams, and games in a legible, visually clean manner
- Featured 3 distinct user customizations such as editing entries, adding custom entries, and querying data upon search

### AUTOCHEF

**HTML5 • CSS3 • JavaScript • Bootstrap • jQuery • Firebase**

- Provided up to 12 recipes per page based on the contents of a user's pantry
- Found stores within a 20-mile radius to buy missing ingredients from recipes