ANURAG CHOUDHARY

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EDUCATION

University of Illinois at Urbana-Champaign, IL
> *B.S., Computer Science*
> Expected Dec '16
> GPA: 3.5
> Relevant CS Courses taken:
  - Algorithms (CS 374)
  - Database Systems (CS 411)
  - Data Mining (CS 412)
  - Text Informatics (CS 410)
  - Web Programming (CS 498rk)

SKILLS

> Proficient in:
  - Java, Python, JavaScript, C++
  - **Frameworks:** ReactJS, Angular, Flask
  - **DBs:** MySQL, SQLite
  - **Technologies:** HTML5, SCSS/CSS3, JQuery
  - **JS Libraries:** D3.js, HighCharts, Lodash, Foundation, Materialize
  - **Tools:** Git, Pivotal Tracker
> Comfortable with:
  - MongoDB, Express
  - Python: pandas, numpy, textblob, pickle, beautiful-soup
  - JUnit, PyUnit, Jasmine.js
  - Android App Development
> Familiar with:
  - PHP, R

EXPERIENCE

Software Developer UI Intern — Chicago, IL
NextCapital — May '16 - Present
> Extended and developed UI building-blocks that are reused across the web app.
> Improved render performance when dealing with large data by rewriting components (written in Angular) in **React**.
> Configured and documented the development/testing (React/Jasmine) environment and helped developers ramp up to the new framework.
> Wrote unit tests in **Jasmine** (+ **React Test Utils**) to test the components thoroughly.
> Led the front-end team in a company-wide hackathon to build the interface of a beer keg level-meter application in React.

Undergraduate Researcher — Urbana-Champaign, IL
CS Department, University of Illinois — July '15 – Present
> Worked on Zenvisage Scatter Search – a tool to explore dense scatter plots visually.
> Developed and designed the web application to implement/test the algorithms.
> Used D3.js to construct and interact with the scatter plots.
> Wrote an extendible back-end in Python and further optimized the loading time by using the Pickle module to serialize objects.

CS 242 (Programming Studio) Discussion Moderator — Urbana-Champaign, IL
CS Department, University of Illinois — January '16 – Present
> Mentor and grade students throughout the course on code smells, unit testing and programming practices.

TECHNICAL PROJECTS

Biztory (first runner up at Data Summit, UIUC 2016) — Urbana-Champaign, IL
A tool to view chronologically aggregated Yelp Reviews — February '16
> Developed a website to present reviews intuitively and chronologically to clearly represent business trends and performance, using a historical Yelp dataset.
> Improved the tool further by adding sentiment analysis and color coded charts.
> Developed the tool in Python using TextBlob, SQLite, Flask and HighCharts.

Foodent — Urbana-Champaign, IL
A web application to host, invite and attend food events — April '16 – May '16
> Developed the entire UI of the web app in Angular.
> Followed Material Design principles to design the entire app.
> Assisted team member in developing the REST API using Express and MongoDB.

Sugar Sugar! (Senior Project, UIUC) — Urbana-Champaign, IL
Hacking a 3D Printer to print food — September '15 – April '16
> Worked in a team of 4 to assemble, configure and extend a 3D printer to be able to print food and then developed a web app around it to teach kids how to code.
> Designed the entire web app interface, catering it to the expected young audience.
> Featured on CS@Illinois and various other University social media accounts.

SparkMart Android App (Boilermake '15) — West Lafayette, IN
A simple swipe-based survey tool for Walmart — October '15
> Worked in a team of 2 to build the mobile app which allows users to like/dislike search suggestions and then present meaningful visual insights.
> Wrote the entire back-end – handling API responses and Logic – in Java.