

ANURAG CHOUDHARY

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*Making the world better,
one (web) app at a time.*

EDUCATION

University of Illinois at Urbana-
Champaign, IL

- > B.S., Computer Science
- > Graduated Dec '16
- > GPA: 3.5

SKILLS

- > Proficient in:
 - **JavaScript**, Java
 - Javascript: **React.js**, Angular, **TypeScript**, Node.js, Express.js, D3.js, Lodash, Ionic (+Cordova), Jasmine.js, Jest
 - **DBs**: Firebase, MongoDB, MySQL, SQLite
 - **Technologies**: HTML, CSS/SASS
 - **Tools**: webpack, git
- > Comfortable with:
 - **Python**, C++
 - Unity3D Development (for VR)
 - Python: Flask, pandas, numpy, textblob, pickle, beautiful-soup, scikit-learn
 - JUnit, PyUnit, Jasmine.js
 - Android App Development
- > Familiar with:
 - C#, PHP, R, Ruby

EXPERIENCE

Software Engineer
Microsoft

Redmond, WA
February '17 – Present

- > Worked on the Dynamics Operations (AX) mobile platform to enable thousands of web client users to continue the experience on mobile.
- > Work on PowerApps/Dynamics CRM to stabilize and enable powerful features like embedding, designers to edit custom user apps.

Chief Technology Officer

The Irrelevant Project (theirirrelevantproject.com)

Seattle, WA
April '17 – Present

- > Develop and support the website/blog for the company.
- > Use technology to reduce gender bias in educational and professional spaces.
- > Currently working on powering the company blog and selling e-books.

Software Engineer Intern

NextCapital

Chicago, IL
May '16 – January '17

- > Extended, developed and tested reusable UI building-blocks for the web client.
- > Led the front-end team in a company-wide hackathon.
- > Continued as a Remote Part-time Intern for the semester of Fall 2016.

Undergraduate Researcher

CS Department, University of Illinois

Urbana-Champaign, IL
July '15 – December '16

- > Worked on Zenvisage Scatter Search – a tool to explore dense scatter plots visually.
- > Developed and designed the web application to implement/test the algorithms.

TECHNICAL PROJECTS

Loggr

A web application to log time-based entries

Chicago, IL
October '16 – January '17

- > Designed, developed and shipped a web application to create dynamic lists to store and track workflow records in small-sized companies.
- > Worked with ChemPlate Industries, Chicago in an iterative agile environment.
- > Automated hundreds of hours of manual labor, saving an estimated \$150k/year

VizEarth

An interactive representation of geographical data in VR

Urbana-Champaign, IL
Aug '16 – Dec '16

- > Developed a VR experience (in Unity/C#) to interact with a simulation of the planet Earth layered with visualizations based on geographical data.
- > Featured in the top 3 projects of the class for the year

Sugar Sugar!

Hacking a 3D printer to print food

Urbana-Champaign, IL
September '15 – April '16

- > Worked in a team of 4 to assemble, configure and enable a 3D printer to print food; developed a web app around it to teach kids how to code.
- > Featured on CS@Illinois and various other University social media accounts.

VOLUNTEER EXPERIENCE

High School Teacher

TEALSK12 (tealsk12.org)

Seattle, WA
May '17 – May '18

- > Teach Intro to Computer Science to freshman in high school and thus introduce young, motivated individuals to the exciting world of programming.