ANURAG CHOUDHARY

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EDUCATION

University of Illinois at Urbana-Champaign, IL

> *B.S., Computer Science*
> Graduated *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:** React.js, Angular, Flask, Node.js, Express.js, Ionic
>   - **DBs:** MongoDB, MySQL, SQLite
>   - **Technologies:** HTML, CSS/SASS
>   - **JS Libraries:** TypeScript, D3.js, Lodash, HighCharts
>   - **Tools:** Git, Pivotal Tracker
> Comfortable with:
>   - Unity3D Development (for VR)
>   - Python: pandas, numpy, textblob, pickle, beautiful-soup
>   - JUnit, PyUnit, Jasmine.js
>   - Android App Development
> Familiar with:
>   - PHP, R, Ruby

EXPERIENCE

Software Engineer — Redmond, WA
Microsoft — February '17 – Present

> As part of the Dynamics AX Platform Team, work primarily on the mobile platform to enable thousands of web client users to continue the experience on mobile.

Software Developer UI Intern — Chicago, IL
NextCapital — May '16 – January '17

> Extended, developed and tested reusable UI building-blocks for 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.
> 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 — 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 interactive scatter plots and **Python** for the algorithms.

CS 242 (Programming Studio) Discussion Moderator — Urbana-Champaign, IL
CS Department, University of Illinois — January '16 – Present

> Mentor and grade students on code smells, unit testing and programming practices.

TECHNICAL PROJECTS

Loggr — Urbana-Champaign, IL
A web application to log test/event/work entries — October '16 – January '17

> Designed, developed and released a full-stack web application to create dynamic tables to store and track workflow records in small-sized companies.
> Offered a wide set of features for managing multiple employees over custom designed tables, in addition to updating records and exporting tables.
> Worked with ChemPlate Industries, Chicago in an iterative agile environment.
> Automated hundreds of hours of manual labor, saving an estimated $120k/year

VizEarth — Urbana-Champaign, IL
An interactive representation of geographical data in **VR** — 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.

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.

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; developed a web app around it to teach kids how to code.
> Featured on CS@Illinois and various other University social media accounts.