

ANURAG CHOUDHARY

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EDUCATION

University of Illinois at Urbana-Champaign, IL

- > B.S., Computer Science Engineering
- > Expected Dec '16
- > CGPA: 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:** Angular, ReactJS, 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, scikit-learn
 - JUnit, PyUnit, Jasmine.js
 - Android App Development
- > Familiar with:
 - PHP, R

EXPERIENCE

Software Developer Intern NextCapital

Chicago, IL
May '16 - Present

- > As part of the **UI** team, current responsibilities include extending and developing new building-blocks that are reused across the web application.
- > Improved performance when dealing with large data by converting components written in **Angular** to their **React** versions
- > Wrote thorough unit tests in **Jasmine(-react).js** to cover all edge-cases.

Undergraduate Researcher, CS Dept University of Illinois

Urbana-Champaign, IL
July '15 - Present

- > Worked on **Zenvisage Scatter Search** – a tool to explore large dense scatter plots visually, under Prof. Aditya Parameswaran.
- > Developed and designed the web application to implement/test the algorithms.
- > Used **D3.js** to construct and interact with the Scatter Plots.
- > Wrote the back-end in **Python** and further optimized the loading time by using the Pickle module to serialize objects.

CS 242 (Programming Studio) Moderator, CS Dept. University of Illinois

Urbana-Champaign, IL
January '16 – May '16

- > As a Discussion Moderator, responsible for mentoring and grading students throughout the course on code smells, unit testing and programming practices.
- > Dramatic improvement in code readability, testing and maturity in students.

TECHNICAL PROJECTS

Biztory (first runner up at Data Summit, UIUC 2016)

Chicago, IL
February '16

A tool to view chronologically aggregated Yelp Reviews

- > Developed a website to present reviews intuitively and chronologically to clearly represent business trends and performance, using a historical Yelp dataset.
- > Further improved it by adding sentiment analysis and color coded charts.
- > Stack and tech: **Python** (+TextBlob), **SQLite**, **Flask**; HighCharts, Foundation.

Foodent

Chicago, IL
April '16 – May '16

A web application to host, invite and attend food events.

- > Worked in a team of 2 (focusing on UI) to build the web app.
- > Followed **Material Design** principles to design the entire app using **Angular.js**
- > Assisted team member in developing the REST API using **Express** and **MongoDB**.

Sugar Sugar! (Senior Project, UIUC)

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

Hacking a 3D Printer to print food

- > Worked in a team of 4 to assemble, configure and extend a 3D printer to be able to print food and then develop a web app around it to teach kids how to code.
- > Focused on the **UI/UX** of the web app, 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
October '15

A simple swipe-based survey tool for Walmart

- > 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.
- > Worked primarily on the **back-end** – handling API responses and Logic – in **Java**.