

ANURAG CHOUDHARY

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EDUCATION

University of Illinois at Urbana-Champaign, IL

- > B.S., Computer Science Engineering
- > 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 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 (render) performance when dealing with large data by converting components written in **Angular** to their **React** versions.
- > 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 ReactJS.

Undergraduate Researcher CS Department, University of Illinois

Urbana-Champaign, IL
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 CS Department, University of Illinois

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

- > Mentored and graded 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
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.
- > 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
April '16 – May '16

- A web application to host, invite and attend food events
- > 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
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 developed 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)

A simple swipe-based survey tool for Walmart

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