Anand Chandra

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EDUCATION

UC BERKELEY
EECS (Electrical Engineering and Computer Science)
Grad. May 2022 | Berkeley, CA
College of Engineering
Organizations
Mobile Developers of Berkeley (MDB)
Innovative Design
Tau Kappa Epsilon
GPA: 3.75 / 4.0
Major GPA: 3.87 / 4.0

COURSEWORK

UNDERGRADUATE
(* indicates in progress)
CS61A (Struc. of Computer Prog.)
CS61B (Data Structures)
CS61C (Computer Architecture)
CS70 (Discrete Math & Prob. Theory)
CS170 (Efficient Algorithms)
CS161* (Computer Security)
CSC100 (Principles of Data Science)
EE16A (Information Systems I)
EE16B (Information Systems II)
DESINV15 (Design Methodology)
DESINV21 (Visual Communication)
DESINV22 (Prototyping & Fabrication)
UGBA106* (Marketing)
UGBA115* (Competitive Strategy)

LINKS

GitHub: **anandchandra50**
LinkedIn: **anandchandra**

SKILLS

PROGRAMMING
Experienced
Swift • Python • Javascript • Java
HTML • CSS
Familiar
C • Assembly

FRAMEWORKS AND ENVIRONMENTS
React • Redux • Node • XCode
iOS • Firebase • Android • Heroku
Django

DESIGN
Illustrator • Figma

EXPERIENCE

VISA | SWE & UI/UX Intern
May 2020 - July 2020 | Remote
- Software engineer and UI/UX design intern on Visa's Innovation team
- Redesigned Visa's internal developer dashboard
- Intern project: Visa Gives (website, mobile app, and backend); worked as team of six interns, and placed as finalist within internal hackathon
- Personally led product design discussions; designed product for both web and mobile, and created slide deck; developed and deployed backend server
- Used Figma for UI/UX design, Django and Heroku for backend

JOBOX.AI | SWE Intern
May 2019 - Aug. 2019 | Palo Alto, CA
- Web development and iOS intern for small startup of sixty employees
- Developed web-app that mimics iOS app for non-app users; worked closely with designers and customer service team
- Developed custom calendar interface within internal dashboard for customer service team to modify user schedules
- Worked on iOS tickets: redesigned UI elements in both storyboard and code
- Worked in React/Redux, HTML, CSS, Javascript for web, Swift for iOS

RECELERY | Project Manager & iOS Developer
Sep. 2019 – Feb. 2020 | Berkeley, CA
- Project manager and developer for Recelery; developed app for a client contract through Mobile Developers of Berkeley
- Led team of four engineers, oversaw development and completion of iOS app (native), Android app (native), and Django backend server
- Implemented virtual grocery list and pantry, location-based marketplace, Stripe payments, and user-review system to client satisfaction
- Divided tasks among engineers based on strengths and preferences, and created positive working environment
- Used ClickUp and GitHub for management, Swift for iOS development

PROJECTS

NEARME | iOS App
Feb. 2019 - May 2019
- NearMe is a location-based social media app in which users choose the locations where they are visible to others
- Worked as team of four within Mobile Developers of Berkeley to ideate, design, develop, and launch NearMe for iOS and Android
- Designed UI/UX, and developed iOS app to include in-app groups, notifications, messaging, location-fetching; organically reached 1000+ monthly active users

BIDS EVENTS | iOS App
Oct. 2018 - Aug. 2019
- Bids is a mobile solution to fraternity parties: create events, send invites, admit attendees, and track attendance within the app
- Hired by startup of four Berkeley students to design and develop Bids for iOS
- Architected database structure, designed UI, engineered all features, and launched Bids to app store