Angad Virk

Los Angeles, CA, 90007 ♦ (802) 989-5671 ♦ angad.virk@gmail.com ♦ https://angadvirk.github.io/

Software Developer

Software Developer with a solid track record of building high-quality apps. Experienced with various frontend & backend mobile and web technologies. Proven ability to manage a team, communicate effectively, and deliver results above and beyond what is expected. Critical thinker, with the ability to see the bigger picture and understand the company's vision. Applies a broad knowledge base coming from a liberal arts education to understand customer pain points and develop creative solutions. Passionate about software that increases human productivity and fulfillment.

Core Competencies:

Programming • Javascript • HTML • CSS • Angular • Node.js • Bootstrap • C • Git • Python • Java • SQL• React
Xcode • SwiftUI • iOS • Operating Systems • Multithreading • Linux • JIRA • Trello • Software Lifecycle • Agile
Team Leadership • User Interface Design • High-fidelity Communication • Public Speaking • Honest Feedback

EDUCATION & PROFESSIONAL DEVELOPMENT

Master of Science, Computer Science ❖ University of Southern California, Viterbi School of Engineering   *(December 2022)*
Coursework: Analysis of Algorithms, Foundations of Artificial Intelligence, Web Technologies, Software Engineering, Database Systems, Operating Systems.

Bachelor of Liberal Arts, Double Major in Computer Science & Music ❖ Middlebury College   *(May 2020)*
Coursework: Algorithms & Complexity, Data Structures, Software Development, Systems Programming, Systems Security, Networks, Embedded Systems, Computer Architecture, Theory Of Computation.

EXPERIENCE & PROJECTS

BACPOINT – Los Angeles, CA (remote)   *April 2022 – Present*
LEAD FRONTEND DEVELOPER

- Lead frontend developer of the BACPoint mobile application. The app will track users' drinking habits and utilize this data to provide health insights. Technologies used: React Native, Node.js, MongoDB. Release date: Mid-May 2022.
- Responsible for implementing the Figma wireframes for different screens of the app in React Native code.
- In charge of important decisions regarding the structure, design, and technologies used for the app's front-end.
- Documented detailed setup instructions in the project's README.md file, to help other developers.

SIITCH – Los Angeles, CA (remote)   *September 2021 – December 2021*
SOFTWARE PROJECT MANAGER

- Collaboratively built the eco-cam, a tool that allows a user to take a picture of an item using their phone camera, uses machine learning to recognize the item in the picture, and then displays useful environmental info about that item.
- Proactively suggested, designed & implemented the highly acclaimed 'see category' feature in the eco-cam.
- Assigned weekly tasks to all 8 team members, scheduled weekly meetings, and encouraged participation.
- Ensured product quality went beyond client expectations by successfully addressing consumer needs.
- Deployed the app to Testflight. The app currently has 100+ daily users.

WEATHER APP (IOS) – Los Angeles, CA   *November 2021 – December 2021*
IOS DEVELOPER

- Built an iOS app using Xcode.
- Utilized SwiftUI & MVVM design principles to build a clean-looking and dynamic user interface for the app.
- Obtained user location data with Apple's CoreLocation API, and successfully used it in API Calls.
- Implemented auto-completion of users' search queries using Google's Places Autocomplete API.
- Performed HTTP Requests and Parsed JSON in Swift, using Swift's built-in HTTP and JSON parsing functionalities.
- Incorporated Swift Package Dependencies in an Xcode project.
- Integrated ViewControllers in SwiftUI Views.