

Angad Virk

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Software Developer

✓ RESULTS-ORIENTED ✓ PROACTIVE ✓ EFFICIENT ✓ DEPENDABLE ✓ ACCURATE

Software, Game and Web Developer with prior experience taking software, game and web-development projects from start to finish both independently and in teams. Currently looking for an internship to gain industry experience.

Skills

- ❖ Javascript
- ❖ Angular
- ❖ React
- ❖ Linux
- ❖ Java

- ❖ HTML
- ❖ Node.js
- ❖ Git
- ❖ C
- ❖ Unity

- ❖ CSS
- ❖ Bootstrap
- ❖ Python
- ❖ Flask
- ❖ Gamemaker (Basics)

Experience & Projects

VLink Inc / **Software Development Intern** ♦ Hartford, CT, USA/Gurgaon, Haryana India

July 2020 - Sep 2020

- Part of the development team for the 'VLinkCare' Android app. Worked in React Native and Git.
- Fixed bugs and implemented the frontend for a modal popup screen listing hospitals, according to given Figma designs.

Super Block Bros / **Lead Developer** ♦ Middlebury, VT, USA

Apr 2020 - May 2020

- Worked with a team to make a web-game in which users play through a level with up to three friends.
- Frontend: React, HTML & JavaScript. Backend: Node.js + Socket.io for P2P connections.
- Code & link to deployed app available on GitHub page. Dev Time: 2 months.

Get It Done Timer / **Developer** ♦ Middlebury, VT, USA

Mar 2020 - Mar 2020

- Independently designed and coded a web-app that can be used to time study sessions in HTML, CSS & JavaScript.
- Code & link to hosted app available on GitHub page. Dev time: 1 week.

Fox Dash / **Developer** ♦ Middlebury, VT, USA

Jan 2020 - Feb 2020

- 2D Platforming Video Game made in Unity & C#. Code & download link available on GitHub. Dev time: 3 weeks.
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Education

USC Viterbi School of Engineering / **M. Sc. in Computer Science** ♦ Los Angeles, CA, USA

Jan 2021 - Present

GPA: 3.0/4

Relevant Coursework: Analysis of Algorithms, Foundations of Artificial Intelligence, Web Technologies (Not yet graded), Software Engineering (Not yet graded)

Middlebury College / **BA with a Double Major in Computer Science & Music** ♦ Middlebury, VT, USA

Sep 2016 - May 2020

GPA: 3.3/4

Relevant Coursework: Algorithms & Complexity, Data Structures, Software Development, Systems Programming, Systems Security, Networks, Embedded Systems, Computer Architecture, Theory Of Computation