

Angad Virk

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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 (Dec 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

SIITCH – Los Angeles, CA (remote)

Sep 2021 – Dec 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

Nov 2021 – Dec 2021

IOS DEVELOPER

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

VLINK INC – Hartford, CT (remote)

July 2020 – Sep 2020

SOFTWARE ENGINEER INTERN

- Participated in the Software Development Life Cycle of the 'VLinkCare' React Native App.
- Attended daily stand-up meetings, observed and participated in AGILE planning and task-assignment processes.
- Debugged and significantly improved the style and appearance of the hospital listview.
- Effectively collaborated with a team of 10 developers using Git.
- Researched and built a prototype JavaScript app that allows users to take a picture of their credit card, and extracts the number from the card using the Google Cloud Vision API.