ANIRBAN KUMAR

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Rutgers University, New Brunswick, NJ

B.A. - Information Technology & Computer Science (minor)

Coursework: Data Structures, Discrete Structures, Computer Architecture, Principles of Programming Languages, Principles of Information & Data Management

SKILLS

Programming Languages: Swift, Python, Java, C/C++, HTML, CSS, JavaScript, Objective-C

Technologies & Frameworks: UIKit, Core Data, ARKit, SwiftUI, Firebase, APIs, Numpy, Pandas, Git

WORK EXPERIENCE

Verizon - *Software Engineering Intern*

June 2020 - August 2020

Assisted the Network Partnerships team by analyzing network traffic and planning 5G deployment based on historical data

- Built an automated reporting tool in Python to compile statistics from CSV files into user friendly models, reducing reporting time from hours to minutes.
- Helped standardize over 30 GIS mapping tools into one centralized platform, enabling easier access to essential tools.

PROJECTS

Whole Foods Automated Delivery (Python, Selenium, BeautifulSoup, AppleScript)

April 2020

A Python script that automates ordering groceries from Whole Foods

- Parsed Whole Foods' website using BeautifulSoup and used Selenium to automate the checkout process, increasing the odds of a successful checkout by an order of magnitude.
- Created an AppleScript to text the user when an order was placed successfully.

This or That Polls (Swift, Firebase, Core Data)

March 2020

An iOS app that enables users to vote anonymously on polls and create polls for other users to vote on

- Utilized Google's Firebase to save user and poll information in real time.
- Implemented Core Data to save user's progress without the need of an account.

Locate It AR (Swift, ARKit, Core Data)

September 2019

An iOS app that uses the device's GPS and compass data to augment pins of saved location in the real world

- Used iPhone's GPS and compass data to detect user location and orientation and displayed pin of saved locations using ARKit.
- Saved location information using Core Data for persistent in-memory storage.

Music Habits (Python, NumPy, Pandas)

April 2019

A Python CLI program that extracts a user's Apple Music trends by parsing their iTunes history

- Utilized NumPy to parse users' Apple Music Play Activity and highlight unique tendencies of the users.
- Created visualizations using Pandas about their listening habits.

Basketball Keeper (Swift, Realm, Firebase)

February 2019

An iOS app that allows users to keep track of their basketball game score and individual player performance.

- Used Realm to save game data on device and Google's Firebase as an optional cloud syncing feature.
- Featured by Apple on the App Store alongside HomeCourt.

AWARDS

Apple's WWDC Scholarship Recipient (x2)

2017 & 2019

The scholarship is awarded to only 350 students worldwide. The challenge was to create a Swift application using Swift or Xcode Playground that was interactive.