

# aniruddh bharadwaj

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## ▪ work experience

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| <i>Corporate Technical Programmer</i>  | <b>Digital Media Academy</b>   | May 2016 – August 2016 |
| <ul style="list-style-type: none"><li>Independently designed and developed a Mac application using Swift and the Salesforce SDK to present all optimal shipping options for loose company inventory, reducing shipping overhead for company logistics by 2 – 4 days</li><li>Created web application to allow managers to export their team's time-off schedule from Salesforce to any local calendar</li><li>Implemented AppleScripts to handle new-client account creation, client account management, and client purchases</li></ul> |                                |                        |
| <i>Full Stack Developer</i>  | <b>Code the Change</b>         | August 2015 – Present  |
| <ul style="list-style-type: none"><li>Implementing and testing local user authentication Express routes using Mocha and Chai assertions for a web application that matches potential employees to employers based on skill and availability</li><li>Developed Content Management System and mobile-responsive website for the Environmental Student Assembly @ USC, allowing student administrators to manage blog posts, school events, member registrations, and club media</li></ul>  |                                |                        |
| <i>Social Influence Researcher</i>   | <b>TeamCore Research Group</b> | August 2016 – Present  |
| <ul style="list-style-type: none"><li>Designing and implementing 3 graph algorithms in C++ to determine the best subset of nodes to choose in a weighted, directed graph, with influence properties dictated by the Independent Cascade Model of social influence</li><li>Choosing the most influential homeless youth at a local shelter and running HIV interventions on them through the USC School of Social Work, modifying the aforementioned algorithms based on observational and survey data</li></ul>                        |                                |                        |
| <i>Researcher and iOS Developer</i>  | <b>MediaQ Research Group</b>   | August 2015 – May 2016 |
| <ul style="list-style-type: none"><li>Designed and implemented 3 multi-resolution Storyboard layouts as separate user views in the MediaQ iOS application</li><li>Wrote asynchronous networking code in Swift for MediaQ on iOS, interfacing parts of the Swift frontend with location data from MediaQ servers using HTTP requests</li></ul>  |                                |                        |

## ▪ personal projects

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|--|---|
| <b>Songify</b>   | August 2016 – Present                                       |
| <ul style="list-style-type: none"><li>Using Swift, JAVA, and the Spotify API, I am developing the frontend of an application that enables users to create and review live-music stations on Spotify, thereby allowing DJ's to play live music on multiple client devices with low latency</li><li>Currently designing the database schema (SQL tables) and implementing the JAVA-to-SQL logic with the JDBC MySQL driver</li></ul> |   |
| <b>PartyDJ</b>   | <b>Best Mobile Hack – TrojanHacks 2016</b><br>November 2016 |
| <ul style="list-style-type: none"><li>Using the Twilio / Spotify iOS SDK's and many Spotify HTTP API's, I developed the frontend iOS client and backend user token service of an application that allows users to dynamically alter a Spotify queue over text and instant messaging</li></ul>  |   |
| <b>SocialMediaDJ</b>   | July 2016   |
| <ul style="list-style-type: none"><li>Using the FBSDK Core and Login Kits, I developed an iOS application that allows party DJ's to login to Facebook, initiate a "party" in any event they own, and collect comment information in order to add crowd-commented songs to their queue</li><li>Currently implementing a similar feature for Twitter, by which the crowd can tweet to vote songs into the DJ's queue</li></ul>       |   |

## ▪ education

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|--|------------------------|
| <b>University of Southern California</b>   | August 2015 – May 2019 |
| <ul style="list-style-type: none"><li><b>B.S. in Computer Science</b> with Minor in Entrepreneurship – GPA: 3.73</li><li><b>USC Trustee Scholarship</b> – Full Tuition Merit Scholarship, Top 1% of incoming freshman</li><li><b>USC Viterbi Undergraduate Merit Research Fellow</b> – Fellowship awarded to the top 40 incoming Viterbi engineers</li><li><b>USC W.V.T. Rusch Engineering Honors Program Selectee</b> – Top 10% of incoming Viterbi engineers</li></ul> |                        |
| <b>Cupertino High School</b>   | August 2011 – May 2015 |
| <ul style="list-style-type: none"><li><b>High School Diploma</b> and Salutatorian – GPA: 3.96</li></ul>  |                        |

## ▪ technologies

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- Languages and Frameworks** • JAVA, C++, HTML / CSS, Swift, Express / Node (In Progress), React / Redux (In Progress)
- Development Environments and Tools** • Android Studio, Eclipse IDE, Xcode, Storyboard/Interface Builder, Sublime Text, Git