

# Ansh Anand

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## EDUCATION

**The University of Texas at Dallas**

*Bachelor of Science in Computer Science*

Expected Graduation: May 2027

GPA: 3.81/4.00

## WORK EXPERIENCE

**Unlockdown Browser**

April 2025 – Current

*Sole Developer*

- **Reverse engineered** Lockdown Browser to uncover bypass methods which now supports a **500+** member educational community.
- Developed the MacOS frontend in **Swift**, with a local backend layer for **OpenAI API** integration.
- Created RESTful APIs in the backend with **Spring Boot**, integrating **JWT Authentication**, and **PostgreSQL** deployed via **Docker**, **Nginx**, and **Gunicorn** on **AWS (Amazon EC2)**.

**UTDesign EPICS**

Jan. 2024 – May 2024

*Fullstack Engineer Intern*

- Demonstrated **leadership** skills by leading a **multidisciplinary team** to bring awareness to environmental conservation efforts.
- Developed a prototype IoT system using **Arduinos** to track the number of water bottles saved across campus in real time, implementing **Next.js**, **React**, **SQLite**, and **Prisma** to track the total number of waterbottles saved across campus in real time.
- Designed and deployed an admin panel to manage water stations and scalability, optimizing tracking campus-wide impact with over **99% accuracy**.

**Game Developer**

Oct. 2022 – Jul. 2023

*Roblox*

- Created a Roblox game using **Lua**, achieving **110,000+** plays by implementing **scalable** game logic.
- Worked with a **cross-functional team** of developers to design **complex algorithms**, enhancing player engagement and overall gameplay experience.
- Built and deployed dynamic content updates that boosted game performance and contributed to its peak popularity.

## PROJECTS

**Spoons** | *Java, OOP Principles, Multithreading, Concurrency, JavaFX*

May 2025 - Current

- Designed the card game *Spoons* in **Java**, leveraging **multithreading** and **concurrency**.
- Applied core **OOP paradigms** such as **inheritance**, **abstraction**, and **polymorphism** to create a scalable and extensible game architecture.
- Actively developing the UI for the game in JavaFX.

**DineDeals** | *React, Flask, Git, BeautifulSoup, Praw, MySQL*

Jan. 2025

- Developed a real-time data **scraping** tool using **BeautifulSoup** and **Praw** to extract text from forums.
- Implemented **Advanced Data Structures and Algorithms** to efficiently find codes in scraped data.
- Deployed and displayed application on **AWS (Amazon EC2)** ensuring **scalability** and **performance**.

## TECHNICAL SKILLS

**Languages:** Python, Java, Go, JavaScript, Lua

**Frameworks:** Spring Boot, Next.js, Flask

**Developer Tools:** React, Docker, Git, Nginx, Bs4, Praw

**Databases & ORMs:** PostgreSQL, MySQL, SQLite, Prisma