

Anthony Williams

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<https://anthonyprograms.github.io>
github.com/anthonyprograms

Skills

iOS Development: Swift, Objective-C

Backend: Java, Node.JS

Web: JavaScript, HTML, CSS

Misc: Unix, Git

Education

California State University, Long Beach

B.S. Computer Science - 3.4 GPA

Class of 2017

Honors & Awards

Code2040 2016 Fellow

Dean's List: Spring 2014, Spring 2015,
Fall 2015

President's List: Fall 2014

Coursework

Data Structures & Algorithms

Operating Systems

Database Fundamentals

In progress

Intro to Networks & Distributed

Computing

Computer Architecture & Organization

Organization of Programming Languages

Leadership

ACM Webmaster (September 2015 - May 2015)

In charge of maintaining and updating the Association for Computer Machinery webpage as well as contributing to the creation of the CSULB hackathon website.

Activities

ACM - Computer Science club dedicated to advancement of computer knowledge

ACM Programming Team - Competitive Programming

Interests: Basketball, Football, Snowboarding, Gaming

Experience

iOS Engineer Intern, Slack (May 2016 - Present)

Worked with real-time data streams, fixed issues relating to UI/UX, performance and infrastructure, as well as refactoring and maintaining the codebase. Also collaborated with product, design and QA to spec, build, test and deploy new features that will be available in upcoming releases.

Software Engineer Intern, Teleport Enterprises

(July 2015 - November 2015)

Maintain codebase, bug fixing and improving iOS application performance. Collaborate with cross-functional teams to define, design, and create new features. Discover, evaluate, and implement new technologies to maximize development efficiency. Developed internal tools using Node.js to maximize efficiency on the development and marketing teams.

Projects

Vallient

An iOS application written in swift and backend written in Node.js to find tech companies and their events in the bay area. Makes use of Core Data to cache company and event data, Alamofire for network requests and KingFisher for image caching.

Commitd

An on demand sports training iOS application. Allows users to either find a local trainer to improve their performance in their sport or pass on their knowledge by training someone else and also making money along the way. Used Firebase and Parse for the backend.

Pantry

iOS app built with Objective-C. Uses the YouTube Data API to search a title, the YouTube iOS SDK for a native YouTube player. Users receive similar videos to the searched title and uses Core Data to track search history.

App Store: <https://itunes.apple.com/us/app/pantry-discover-the-tube/id1002972803?ls=1&mt=8>