

Anthony Williams

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<http://anthonyprograms.github.io>

Skills

iOS Development: Objective-C, Swift

Backend: Java, Node.JS, Rails

Web: JavaScript, HTML, CSS

Misc: Unix, Git

Education

B.S. Computer Science

California State University, Long Beach

Class of 2017

GPA: 3.38

Coursework

Obj Oriented Prog & Data Structures

Discrete Structures/Computing

Applications

Computer Logic Design I

Probability, Statistics, Stochastic

Modeling

In progress

Obj Oriented App Development

C++ for Java Programmers

Comp Org & Assembly Lang

Data Structures & Algorithms

Experience

iOS Intern, Teleport (July 2015 - Present)

Maintain codebase, bug fixing and improving application performance. Collaborate with cross-functional teams to define, design, and ship new features. Discover, evaluate, and implement new technologies to maximize development efficiency.

Projects

Venture

iOS app built with Swift. Takes the users' current location using Core Location and gives them a "Tinder-like" interface to choose something to do by implementing the Google Places API, the data is parsed with SwiftyJSON, maps to the location using MapKit and Core Data saves the liked places.

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.

Twitter

Social web application built with the MongoDB, Express, AngularJS and Node.JS (MEAN stack). Users can register, log in, and make a posts.

Strangers

iOS app built with Objective-C. Allows users to group chat with strangers in their city anonymously by implementing Firebase and Core Location.

Activities

OC iOS Group - Discuss iOS features and showcase applications

SigWeb - Discuss anything web related

Code2040 TAP - Practice technical interviews

Interests: Basketball, Football, Snowboarding, Gaming