Anthony Williams

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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 Summer 2016 Fellow
Dean's List: Spring 2014, Spring 2015, Fall 2015
President's List: Fall 2014

Coursework

Obj Oriented App Development
C++ for Java Programmers
Data Structures & Algorithms

In progress

Intro to Software Engineering
Operating Systems
Database Fundamentals

Activities

ACM - CS club dedicated to advancement of computer knowledge

ACM Programming Team - Competitive Programming

Interests: Basketball, Football, Snowboarding, Gaming

Leadership

ACM Webmaster (September 2015 - Present)
In charge of maintaining and updating the Association for Computer Machinery webpage as well as contributing to the creation of the CSULB hackathon website.

Experience

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 to maximize efficiency on the development and marketing teams.

Projects

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.

Tech Head Hunter
A 2D shooter game built in Unity with C#, integrated into a web app to allow users and score comparisons. It was created at SDHacks as a team of 4. I worked on the backend in Node.js and the front end with Angular.js to allow registration, login, leaderboards and a profile for each user.

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.