# Anthony Williams

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## 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

# Activities

ACM Programming Team - Competitive Programming

ACM - CS club dedicated to pursuing all things CS related

OC iOS Group - Discuss iOS features and showcase applications

SigWeb - Discuss anything web related Code2040 TAP - Practice technical interviews

Interests: Basketball, Football, Snowboarding, Gaming

# Experience

### iOS Intern, Teleport (July 2015 - Present)

Maintain codebase, bug fixing and improving application performance. Collaborate with crossfunctional 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.

#### **Fwitter**

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.