

# Anthony Williams

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## Languages and Technologies

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Proficient: Objective-C, Java, Swift

Familiar: JavaScript, Node.js, C, Html/Css, jQuery, UNIX, Git

## Projects

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### Venture

- An iOS application built with Swift
- Takes the users' current location using Core Location and gives them a "Tinder-like" interface to choose something to do using the Google Places API which is parsed using SwiftyJSON. When the place is chosen they have the opportunity to invite contacts straight from the application and map to the location using MapKit.
- Uses Core Data to save the liked places to map to the place's location later.

### Pantry

- An iOS application using Objective-C
- Uses the YouTube Data API to search and the YouTube iOS SDK for a native YouTube player that allows users to search a topic and receive similar videos to entertain themselves with
- Uses Core Data to track search history

### Strangers

- An iOS messaging application
- Allows users to group chat with strangers in their city anonymously using firebase and Core Location.

## Education

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California State University, Long Beach, Class of 2017

### B.S. Computer Science

- 3.38 GPA
- Relevant Coursework: Object Oriented Programming and Data Structures, Discrete Structures with Computing Applications, Computer Logic Design, Calculus 1, 2, 3, and Differential Equations.

## Extracurricular Activities

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OC iOS Group - Meet up to discuss iOS features and showcase applications

SigWeb - Discuss anything web related

Code2040 TAP - Practice technical interviews

Interests: Basketball, Football, Mobile Development, Snowboarding, Investing