

Anuj Kamasamudram

anujk2@uw.edu | (480)-526-6959 | [Personal Website](#) | [LinkedIn](#)

EDUCATION

Arizona State University

B.S. in Honors Computer Science, Minor in Business

Graduated May 2025

GPA: 3.4

University of Washington, Global Innovation Exchange Institute

M.S. in Technology Innovation

Expected March 2027

GPA: N/A

SKILLS

- **Programming Languages:** Python, Java, JavaScript, HTML, CSS, C/C++, Swift, JSON
- **Tools, Databases, and OS:** React, Git, Agile, Visual Studio, ASP .Net, Adobe, GraphQL, Unity, TensorFlow, Pytorch, Astro, Figma

WORK EXPERIENCE

STEM Instructor

Lavner Education

June – August 2024

- Designed and led weeklong curricula on AI, programming, and robotics for 20+ international students, improving technical comprehension through interactive projects.
- Adapted complex technical concepts into accessible lessons, strengthening communication and leadership skills valuable in cross-functional engineering teams.

Software Engineering Intern

MenuMate

June – August 2023

- Built GraphQL APIs in Node.js to power iOS app features, enabling real-time menu search and retrieval from a production database.
- Collaborated with a 3-person engineering team to deliver production GraphQL APIs, ensuring seamless async data flow between backend and iOS app.

Technical Coursework Developer

EdPlus

April – December 2022

- Engineered algorithmic templates in HTML/JSON to auto-generate hundreds of adaptive math problems, reducing manual content creation time for instructors.
- Improved platform usability by designing problems deployed to thousands of students across partner schools.

PROJECTS

SmartID Universal Identity – Capstone Project | *React Native, Expo, Git, NodeJS*

January - May 2025

- Built secure React Native mobile app for digital ID storage, integrating encryption and backend APIs with Node.js.

EdMaster AI Curriculum – Capstone Project | *React, Hugging Face, Python, C*

January - December 2024

- Engineered React frontend for AI curriculum platform, integrating Hugging Face models via Python APIs to deliver dynamic quizzes and adaptive learning paths.
- Implemented frontend-backend data flows, enabling real-time generation of personalized math assessments.

Post-Apocalyptic Bartering Simulation | *Unity, Python*

August 2024 – May 2025

- Applied human-computer interaction principles to design immersive, educational gameplay for future classrooms.

Personal Website | *Astro, Tailwind, Github Pages, HTML*

July 2025 – Present

- Built and deployed static website using Astro and Tailwind to host technical blog and portfolio, automating Markdown integration with GitHub Pages.