Anuj Parakh

Computer Engineering Student

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Languages

C, C++	★★★★☆
Swift	★★★★☆
Objective C/C++	★★★★☆
Java	★★★★☆
Python	★★★☆☆
JavaScript	★★★☆☆
HTML	★★★☆☆
Mako	★★★☆☆

Software Tools

Android Studio
Bash
BitBucket
Boost
Emacs
Fritzing
Git
LabVIEW
Matlab
Perforce
Vim
XCode
Visual Studio

Professional Skills

Adaptable
Autodidactic
Creative
Efficient
Strong Work Ethic
Teamwork Oriented

Summary

Computer Engineering student with customer-driven nature and focus on writing efficient, organized code. Excellent communicator with ability to meet deadlines and quickly resolve issues.

Work Experience

Software Engineering Intern
May 2019 – Aug 2019 | National Instruments Corp.
- Designed and developed efficient software in C++ that was run on an embedded system to save manufacturing time.
- Worked in Mako to generate code DLLs and static libraries.
- Debugged both embedded code and driver level code to implement code fixes and enhancements.

Physics Undergraduate Teaching Fellow
Jan 2019 – May 2019 | Texas A&M University
- Conducted recitations to help undergraduate students with their Physics course in Mechanics.
- Provided detailed explanation of topics through clear and organized examples.

Software Engineering Intern
May 2018 – Aug 2018 | BioEye
- Worked on a project involving machine learning to provide a mobile eye tracking solution.
- Worked on the backend, using technologies like Node.js and MongoDB.
- Implemented build script fixes in CMake.

Personal Projects

Phantom Guitar, August 2016
- Created a device to let a user play guitar without a real guitar with an app on a Mac and iOS.
- Worked with a LightBlue Bean device with a Micro-controller, Accelerometer, Bluetooth, and Swift.

Ultimate Tic-Tac-Toe, July 2014
- First developed the popular tic-tac-toe game on Android and iOS, published on Google Play Store as well.
- Further developed a harder version of the game in command line with 9 tic-tac-toe boards.

Education

Texas A&M University, Aug 2017 – May 2021
Bachelor of Science, Computer Engineering
GPA: 3.88