Anuj Shah

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EDUCATION

University of California, Irvine, Irvine, CA   June 2018

B.S. in Computer Science, Specialization in Information; B.A. in Business Administration, Emphasis in Information Systems

Overall GPA: 3.764; Dean's Honor List: September 2014 – Present

Edgemont Jr. / Sr. High School, Scarsdale, NY   June 2014

GPA: 5.05 (Scale 5.0 Weighted)

COMPUTER SKILLS

- Programming Languages: Python, Java, C++, C#, C, JavaScript, HTML, CSS, PHP, SQL, R
- Software: Microsoft Excel, MySQL, Git, Linux, Android Studio, Visual Studio, Eclipse, Unity, Atom, Photoshop

WORK EXPERIENCE

Symantec, Culver City, CA   June 2017 – August 2017

Software Engineer Intern – Shared Services and Automation

- Deployed scalable automation tools so that Symantec can quickly release high-quality cybersecurity products to customers.
- Created a unit-tested, multi-platform, robust testing tool that can be used to generate build files needed for automation.
- Employed agile techniques, such as sprint planning and retrospectives, to optimize task prioritization and productivity.

iD Tech Programming Academy, New York, NY   June 2016 – August 2016

Python, Java, C++, and Android Instructor

- Hosted mini-hackathons and designed teaching materials at New York University to help 30+ high school students prepare for collegiate programming competitions and understand fundamental concepts in core programming languages.
- Encouraged and orchestrated classes of 8 students to develop their own smartphone applications through Android Studio.

JoyRun, Irvine, CA   February 2016 – June 2016

Brand Champion

- Implemented promotional campaigns to persuade college students at UCI to download JoyRun, a mobile application that provides a cheap food-delivery service to the UC Irvine community.
- Maintained retention of JoyRun's users and influenced marketing strategy by using my leadership and entrepreneurial skills.

IAC Applications, Yonkers, NY   June 2015 – August 2015

JavaScript Engineer Intern

- Researched, developed, and tested a Google Chrome extension for users to check the live scores, rosters, and standings of their favorite teams and sports, including displays from NBA, NFL, MLB, and NHL.
- Redesigned Google's new tab page by creating an extension that shows a scrolling stock ticker when opening a new tab.
- Proposed and built a solution that improved IAC's existing toolbars by implementing a notifications feature that guides the user to activate their bookmarks bar on Chrome.

WayUp, Irvine, CA   February 2015 – May 2015

Campus Representative

- Persuaded over 150 college students at UCI to sign up and find part-time jobs on WayUp's job search platform by promoting their website via social media marketing and word-of-mouth.
- Advertised summer internships on WayUp by speaking to computer science students at club meetings and class lectures.

Seema Convenience Store, White Plains, NY   July 2013 – August 2013

Intern/Cashier

- Designed posters, signs, and advertisements about promotions in order to attract new customers to the convenience store.
- Communicated and personally interacted continuously with customers by answering questions about merchandise.
- Responded to situations involving unsatisfied customers and calmly resolved issues by maintaining positive relations.
- Maintained inventory and stocked shelves in order to increase operational efficiency and boost sales.

Greenburgh Town Hall, Greenburgh, NY   June – August 2011 & 2012
Intern to Town Supervisor Paul Feiner and Town Clerk Judith Beville
- Sorted hundreds of unpaid traffic tickets and parking violations dating back to 1990 in order to help the town generate thousands of dollars in revenue.
- Co-hosted Paul Feiner's radio program on WVOX AM and interviewed local authors in the Greenburgh community.
- Communicated with local realtors to build and develop a close-knit network of contacts.
- Created a news segment on the local nature center to promote and spread awareness about animal preservation.

INVOLVEMENTS AND LEADERSHIP

Management Information Student Society, Irvine, CA   September 2015 – Present
Vice President of Finance
- Recorded, maintained, and updated balance sheets and other reports of financial transaction pertaining to the organization.
- Organized, budgeted, and hosted fundraisers and banquets on campus to increase the club's revenue by over 50 percent.
Mentor
- Advised 2 students with interests in business and technology by helping them select classes, learn computer programming, revise their resumes, and practice for professional interviews.

HackUCI, Irvine, CA   September 2014 – Present
Director of Corporate Outreach
- Raised over $25,000 in sponsorship money from companies, including Cylance, Pariveda Solutions, and Restoration Media, via cold calls and emails for UC Irvine's annual student-run hackathon, HackUCI.
- Led a team of 20+ organizers, scheduled weekly meetings, and managed communication between HackUCI and top sponsors to bolster long-term relations and spread hacker culture throughout Orange County.
- Renovated my club's website to inform members and interested parties about our latest workshops and hands-on events.
Corporate Outreach Organizer
- Researched tech companies, drafted professional emails, and implemented sales techniques to increase sponsorship money.

ICS Lab Tutors, Irvine, CA   Spring 2015, Fall 2015
Python Lab Tutor
- Created review materials, offered one-to-one tutorial sessions, and assisted 20+ students in introductory programming courses by answering questions related to lab assignments and helping students debug their code in Python.

Video Game Development Club, Irvine, CA   October 2014 – June 2015
Programmer and Sound Engineer
- Collaborated with a team of 10+ students to create a multiplayer computer game called *Space Gods*, using a variety of software, including Git, Unity, and Visual Studio.

PROJECTS

Android Application Development   October 2013
Mobile Developer
- Launched *E-News*, an Android application with 3,000+ downloads on the Google Play Store, so that users can easily access popular news websites.
- Marketed my band, *The Simple Approach*, by building an Android application where users can listen to our 11 original songs on SoundCloud and watch our live recordings on YouTube.

AWARDS

First Place in Butterworth Product Development Competition ($7,500)   May 2016
- Proposed the business case and developed an application called *Sonder VR* that provides virtual reality therapy experiences for people with Autism Spectrum Disorder so that they can learn and practice their social skills at home.

ACCOMPLISHMENTS