Anjan Panchatcharam

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# PROFESSIONAL SUMMARY

Motivated Software Developer, team player with a can-do attitude. Experienced in object oriented programming, developing, testing and debugging code. Quickly able to learn and master new technologies with success working in both a team and self-directed setting.

# SKILLS

**Languages:** Java, JavaScript, C#, HTML, **Database:** MySQL

CSS3, C++, Python, REST **Frameworks:** Angular,Bootstrap, Spring Boot

**Software:** IntelliJ, Astah(UML Modeling), Visual Studio Code, Android Studio, Bash, Microsoft Office, Unity, XAMPP

**Operating Systems:** Windows and Linux OS

# WORK HISTORY / PROJECTS

**FRONT-END DEVELOPER** | 2017 to 2018

**Frenik Marketing Group**

* Implemented code to create dynamic scalable websites for clients.
* Worked with backend engineers and QA to see projects through.
* Ensured the technical feasibility of UI/UX designs.
* Optimized application for maximum speed and scalability.
* Worked in an Agile-driven environment to effectively maintain project timelines and utilize available resources.
* Completed Project - American Painting : (<https://www.amerapaint.com/>)

**TECHNICIAN/NETWORK ADMIN** | 2015 to 2016

**CompAtlanta**

* Implemented code to create database for inventory management systems.
* Installed and set up network equipment for various clients.
* Supported Chief Operating Officer with daily operational functions.

**LEAD DEVELOPER -JAVA TEXT-BASED ADVENTURE GAME.** | 2017 to 2017

**Georgia Gwinnett College**

* Collected and documented requirements from customer Developed use case, sequence and class diagrams.
* Analyzed customers' requirements to clarify requirements and identify use cases.
* Designed the system while adhering to the best object-oriented practices e.g.low coupling and high cohesion.
* Implemented the system using the mode, view, controller design patterns
* Implemented proper test-driven programming methods.

**LEAD DEVELOPER/PROJECT MANAGER - CHEMISTRY GAME** | 2017 to 2017

**Chemistry Department – Georgia Gwinnett College**

* Developed with Unity to assist college level students on chemical bonding and molecular geometry.
* Used the agile methodology and C# to implement quickly and iteratively.
* Created and implemented puzzle completion systems, player interactions, physics, game mechanics.
* Designed code with scalability and reusability in mind.
* Presented a complete project at CREATE Symposium at Georgia Gwinnett College.
* Testing for glitches and errors in code and science using testing frameworks with monodevelop.

**TECHNOLOGY AMBASSADOR PROGRAM - INTERNSHIP (TAP)** | 2017 to 2018

**Georgia Gwinnett College**

* Cardboard Hero- Co developed a game for an outreach program to encourage young adults and minorities to pursue a technology-driven career.
* Technologies used: Processing/Java, Makey Makey as the input hardware, and Unity/C# for the prototype.

**STUDENT RESEARCHER - 3D PRINTING OF NEURON MORPHOLOGIES** | 2018 to 2018 **Georgia Gwinnett College**

* Experimented with changing morphology parameters to improve printing using scientific software
* Completed designated tasks with efficiency and accuracy in order to support research objectives.
* Troubleshooting single/double material construction to print complex, intricate 3D models on a Makerbot Replicator 2X.
* Worked with various materials: ABS, PLA, Ninjaflex.
* Disassembled major components of the hardware for successful repairs.

**LEAD DEVELOPER - Weather Application using REST**| 2018 to 2018

**Georgia Gwinnett College**

* Developed a back-end REST API using the Java Spring library, that makes calls to DarkSky and Twillo APIs to check the precipitation probability and send a text to the users letting them know whether or not it will rain on that particular day.
* The REST API can be controlled with GET,POST,UPDATE, and DELETE functions to manipulate user info that is stored in a database.

# EDUCATION

**Georgia Gwinnett College (GGC) - Lawrenceville, GA | Bachelor of Science**

Information Technology, Fall 2018

Concentration in Software Development. GPA - 3.42/4.0

# ACCOMPLISHMENTS

Java 8 Brainbench Certification

Poster Competition Winner - Tapia Conference 2018 (Cardboard Hero - See Above)

Dean's List - Georgia Gwinnett College