Chris Anderson

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EDUCATION

Tufts University, B.S. in Computer Science, GPA 3.58, Dean's List, (Expected 2018)
   Courses: *Algorithms, Data Structures, Programming Languages, Android Mobile Development, Web Programming, Machine Structure and Assembly Language Programming, Operating Systems and Concurrency*
King's College London, (Spring 2017)
Breck School, Minneapolis, MN, (Graduation 2014)

RELEVANT EXPERIENCE

Jana Mobile, Boston, MA

Software Engineering Intern, Engagement Team, (June - August 2017)
   • Implemented features in MCent Browser Android app to increase time-in-app and retention
   • Utilized opposition research of Indian market to implement feature parity
   • Built persistent search functionality, increasing time-in-app metrics
   • Assisted in creating dynamic and customizable news feed system by building UI and api to select interests, and making a randomized prompt to encourage users to view more news
   • Added internal tool to manage user funds and payouts involving international currencies

JumboCode, Nonprofit Tech Consulting, Medford, MA

Project Lead, Punto Urban Art Museum App, (September 2017 - May 2018)
   • Leading and managing team of 12 in creating cross-platform app using React-Native
   • Communicating with client and drafting specifications to meet their requirements
   • Implementing agile development process using Github issues and projects
   • Holding weekly sprint planning, code reviews, stand-ups, and hack nights

Team Member, Tufts Jumbo Days App, (September - December 2016)
   • Built cross-platform app in a team of 8 using agile development and the Ionic Framework
   • Implemented the main UI and front-end data management
   • Researched, compared, and presented options for relevant technology and design options

Tufts University Student Services, Medford, MA
Computer Support Specialist, (June - December 2016)

PROJECTS

EasyStream: Native Android app for finding public restrooms, (December 2016, July 2017)
   • Wrote initial version with partner using with MySQL and PHP backend
   • Individually redesigned UI, added extended features using Google Firebase
   • Designed method of loading map markers from over 25,000 data points based on current location
   • Monitoring deployment with Fabric and Firebase Analytics

WebKingz: Realtime multiplayer card game written in Javascript in team of 3, (November 2016)
   • Designed and implemented web-app using socket.io and phaser.io

Vote Pledge Web App: Web app using Python Flask, (March 2016)
   • Mimicked real political campaign strategy of sending reminder postcards using email notifications

Pinball Game: Python app written as a team of 3, (Spring 2014)
   • Implemented physics engine on top of PyGame library

SKILLS AND INTERESTS

Languages: Java, Python, JavaScript, C, C++, Scheme, ML, Basic Swift
Technologies: Android, Flask, React-Native, Ionic, Firebase, AngularJS, MySql, Cassandra, NodeJS
Interests: Soccer, Chinese Language, Building Computers, Drawing, Playing Trumpet, Rock Climbing

Pinball Game: Python app written as a team – Spring 2014
* Implemented physics engine on top of PyGame

Communication: Conversational Chinese, Technical Writing, In-Person Technical Support
Software: Git, Android Studio, iPDB, ADB, Digital Ocean, Valgrind, DDD
        Bachelor of Science in Computer Science, Minor in Chinese Language and Culture – May 2018