

# 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