Divey Anand

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EDUCATION

UNIVERSITY OF ILLINOIS URBANA-CHAMPAIGN
BS in Computer Science
Expected May 2021
Minor in Statistics
Cum. GPA: **3.61 / 4.0**
Engineering Dean's List AY 2017-18
James Scholar Honors Program

SKILLS

LANGUAGES
Java • C++ • Python • LISP (Scheme)
HTML • CSS • SQL • Assembly
Verilog • LaTeX

PROGRAMS/PLATFORMS
Visual Studio • Android Studio
Git • Subversion • DrRacket

COURSEWORK

Data Structures
Systems Programming
Statistical Programming
Computer Architecture
Software Design Studio
Discrete Structures (Honors)
Intro. Functional Programming
Intro. Algorithm Analysis
Statistics and Probability I
Statistical Analysis
Applied Linear Algebra
Multivariable Calculus

AWARDS

College of Engineering Dean's List
for Academic Year 2017-18
International Award for Young
People - Silver Level (2017)
International Award for Young
People - Bronze Level (2016)

LINKS

Website: **Click Here**
GitHub: **diveyanand22**
LinkedIn: **diveyanand**

EXPERIENCE

CS 125 Course Assistant
Jan 2018 - May 2018 | Champaign, IL
- Conducted weekly lab sections with 3 others CAs to familiarize students with the Java Development Environment and help them develop the fundamentals of Algorithm Analysis
- Hosted bi-weekly Office Hours and moderated the class Online Forum to assist students with programming assignments and help them with developing conceptual knowledge

OFFICE OF THE DEAN OF STUDENTS Orientation Leader
August 2019 | Champaign, IL
- Will work with 40 other OLs to serve as the first point of contact for incoming Freshman and Transfer students and their families
- Will take charge of a small group of students to help them settle in and guide them on how to have a fulfilling college life
- Responsible for coordinating with the New Student Programs Office to implement and work the **International Student Orientation** and **Welcome Days 2019** for incoming students

PROJECTS

QUAKEWATCH Data Visualization
Java | Google Maps API | Microsoft Maps API | UnfoldingMaps | Processing Graphics Library
Created an interactive Java Applet that parses geo-spatial and statistical earthquake data provided by the **United States Geological Survey** and visualizes it on a live Google/Microsoft map using a GUI.
- Land and sea tremors from past 2.5 weeks are marked on the basis of their recency, intensity and tectonic depth
- Calculates approximate threat-zones of tremors to classify cities that are immediately threatened
- Fully supports user interactivity to display threatened cities, focus on a particular city / geographic zone, etc.

SPACE IMPACT V2 Game Development
C++ | OpenFrameworks Game Dev Library
Designed and programmed a re-imagination of the classic Nokia Mobile game with modern audio-visual elements.
- Two-dimensional side-scroller arcade-style game
- Single player 5-key control to move player sprite and shoot bullets
- Randomly generated enemies and high-score support

SIMPLE RSA Functional Programming
Scheme (LISP) | DrRacket
Created a simple public-key cryptosystem that emulates a basic RSA security device.
- Utilizes an asymmetric cryptographic algorithm with a public key and a private key