ANTHONY GHOBIND

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EDUCATION

University of Southern California

Master of Science, Computer Science	May 2022
Bachelor of Science, Computer Science | GPA: 3.56	May 2021

Relevant Coursework: Advanced Front-End Web Application Development, Professional C++, Video Game Programming, iOS App Development, Introduction to Artificial Intelligence, Machine Learning

TECHNICAL SKILLS

Languages: C/C++, React.js, Java, JavaScript, Python, Swift, jQuery, PHP, JavaFX, HTML/CSS, Git
Skills: Firebase, MySQL, AWS, Heroku, Agile, Selenium, Jira, Project Management, Figma, InVision, Adobe XD

EXPERIENCE

Calndr Inc. — Mountain View, CA
Software Engineer Intern — August 2021-December 2021

- Integrated app to set up quick meetings into sidebar, teams chat, and video conferencing of MS Teams by applying PHP and JavaScript with Google OAuth saving each user at least 3 minutes to set up each meeting
- Established wireframe for MS Teams Integration with InVision and prototyped design with Adobe XD resulting in a clear goal and increased productivity when implementing integration
- Revamped 90% of web app to become responsive to changes in screen sizes to make app more mobile friendly
- Triaged 7 bugs in responsive frontend app by applying knowledge in JavaScript to mitigate user complaints

USC Information Technology Program — Los Angeles, CA
Teaching Assistant for Graphical User Interfaces — August 2020-December 2021

- Streamlined grading rubric and assisted professor in grading all assignments within 5 days of submission
- Guided more than 50 students with assignments through one-on-one office hours and lab sessions in JavaFX
- Pinpointed improvements in student's programs to be inclusive of accessibility for people with disability

USC Viterbi School of Engineering — Los Angeles, CA
Teaching Assistant for Data Structures & Object-Oriented Design — May 2021-August 2021

- Formulated automated unit tests through GTest to grade all homework submissions more efficiently by reducing grading time by 6 hours per assignment
- Co-led a lab session to go over course material and guide students through programming exercises
- Held one-on-one tutoring sessions and drop-in office hours to help more than 60 students with debugging and labs, or help prepare for tests in concepts such as inheritance, polymorphism, data structures, etc.

PROJECTS

iLearning Platform Tools — Spring 2021

- Developed a class management tool with React.js to facilitate group online learning such that students with diverse perspectives are grouped together by leveraging a custom clustering algorithm
- Integrated application into MS Teams to be actuated in an iPodia course with 8-10 participating universities
- Set up endpoints to run clustering algorithm and request for information from backend stored using Node.js

Grocery Checklist — Fall 2020

- Established a single page application with React.js that streamlines process of grocery shopping and tracks user expenditure over time to help manage grocery budget
- Utilized CRUD operations when making AJAX calls to JSON server to display purchases on past grocery trips
- Prepared unit tests for components and functions with MirageJS to mitigate program-breaking errors

Stock Portfolio Management — Fall 2020

- Managed a team of 4 with Scrum to develop website with functionalities to track portfolio stock value of user by delegating realistic goals to members and ensured team was on track for completion within 5 sprints
- Leveraged HighCharts API to visualize real time stock price changes chronologically for past 10 years
- Designed relational table flow and stored necessary data in MySQL database

X8 Clothing iOS App — Spring 2020

- Prototyped an iOS application using Swift to showcase inventory of X8, a clothing brand based in Indonesia
- Utilized Firebase to store user information and user favorited items in terms of JSON objects
- Employed Google Maps into application to identify location of closest store to user efficiently