James A. Anderson

Email: me@jamesaanderson.com http://www.jamesaanderson.com Mobile: +1-917-474-4665

EDUCATION

• NYU, Courant Institute of Mathematical Sciences

New York, NY

B.A., Computer Science and Mathematics

Sept., 2017 - May, 2021

Relevant Coursework: Data Structures, Computer Systems Organization, Basic Algorithms, Operating Systems, Discrete Math, Linear Algebra, Calc II-III

Experience

• Google CodeU

Mountain View, CA

Participant

Summer 2017

• Chat: Added to an existing Java chat server/client. In a team consisting of 2 other participants and a Google engineer, designed and implemented versioning, state saving, subscriptions, and access levels.

• UCLA, Elegant Mind Laboratory

Los Angeles, CA

Researcher

Summer 2016

- Neuron Mapping: Developed MATLAB software to identify and chart the activity of the neurons of the C. Elegans worm in 2D & 3D.
- Preprocessing: Implemented multiprocessing and other techniques to save up to an hour of time preprocessing images in the lab. Also automated it (until then it required preprocessing by hand).
- KJ Algorithm: Responsible for the KJ algorithm, named after another researcher and myself.

• Tesorio (Y Combinator S15)

Palo Alto, CA

Summer 2015

Software Engineering Intern

- **API**: Built the Python/Django internal API from the ground up.
- Dashboard: Converted the dashboard front end architecture to React.js components. Some visualization development with Google Charts.
- o Mailer & Backend: Development of the mailer and Django backend. Communicated with a remote Philadelphia team weekly to coordinate efforts.
- Staging & Deployment: Debugged pushes from development to staging to allow for clean production deployments.

• Planet Argon

Portland, OR

Software Engineering Intern

Summer 2013

- o Github Dashboard: Developed internal tool to track Github contributions (helpful to non-technical roles). Built with Ruby on Rails, implementing the Github API. Practiced Test Driven Development.
- Hydra: Developed internal tool in Ruby on Rails. Practiced Test Driven Development. Used d3.js visualization.

Projects

- Homebrew-Bundle: Rewrote the Ruby Domain Specific Language. Added support for homebrew-cask library. Since then, the project has been added to the main Homebrew github, and I was named as a contributor.
- Haystack: Using MongoDB and Go, I built API for processing payments, authenticating users, searching for listings by location and keyword. In addition, I built an Objective-C iOS application to interact with the Go backend API. Unfortunately, it no longer works with the termination of the Balance payment API, but I have plans to continue work
- Concise: Implemented a toy programming language written in Ruby, compiled on the Rubinius VM. A work in progress.

Awards

- HSHacks Hackathon: Won 2nd Place for an application called Tsh, implemented in Rails. Tsh allowed access to information like the weather, Facebook, etc all via SMS commands instead of a data plan. Implemented the Twilio and Facebook API (among others).
- FTC (FIRST) Robotics: Won Judge's Trophy. Acted as lead programmer.