James A. Anderson

http://www.jamesaanderson.com

EDUCATION

• NYU, Courant Institute of Mathematical Sciences

New York, NY

B.A., Computer Science

Sept., 2017 - May, 2021

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Relevant Coursework: Artificial Intelligence, Machine Learning, Processing Big Data for Analysis, Calc II-III, Analysis I, Theory of Probability

EXPERIENCE

Researcher

• Facebook San Francisco, CA

Software Engineering Intern

Summer 2020

- Logging: Developed cross-product logging, working with both Hack/PHP and Django. After doing so, built a dashboard and design doc to support the use of the new logger.
- \circ Hackathon: In an internal hackathon, I worked with React and message signaling while taking feedback from product and design interns on my team. The hack won 2 awards and steps were made to get the hack shipped.

• Google Mountain View, CA

Software Engineering Intern

Summer 2019

• Mapping Geo UGC: Visualized Geo User Generated Content (i.e., reviews, photo contributions, edits) in Earth Engine. Visualizations included heatmaps and charts. Written in Javascript and fed data using Java and a Google-specific SQL. With the newly added visual element, identified trends and anomalies in the data.

• UCLA, Elegant Mind Laboratory

Los Angeles, CA

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

 $Software\ Engineering\ Intern$

Summer 2015

- 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.
- 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

- **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. Had the second most contributions to the repository.
- Haystack: Using MongoDB and Go, I built an 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 on it.