

# James Anderson

jamesaanderson.com  
github.com/jamesaanderson

me@jamesaanderson.com  
(917) 474-4665

---

## EDUCATION

**New York University, Courant Institute of Mathematical Sciences**  
BA, Computer Science and Mathematics

Class of 2021

## EXPERIENCE

**Participant, Google CodeU, Mountain View, CA**

Summer 2017

- Selected for invite-only summer program hosted by Google.
- I, along with a team of 2 others and a Google mentor, added to an existing Java chat server/client.
- Designed and implemented versioning, state saving, subscriptions, and access levels.

**Researcher, UCLA, Elegant Mind Laboratory, Los Angeles, CA**

Summer 2016

- Developed MATLAB software to identify and chart the activity of the neurons of the *C. Elegans* worm in 2D & 3D.
- Responsible for the KJ algorithm, named after another researcher and myself.

**Software Engineering Intern, Tesorio, Y Combinator 2015, Palo Alto, CA**

Summer 2015

- Using Django, developed the internal API from the ground up.
- Converted the entire dashboard front end architecture to React.js components using Google Charts.
- Development of the Django/Python backend and the mailer.

**Software Engineering Intern, Planet Argon, Portland, OR**

Summer 2013

- Using Rails and the Github APIs, I developed internal tools, Hydra and Github Dashboard.

## PROJECTS

**Haystack**

Summer 2014

- Using MongoDB and Go, built API for processing payments, authenticating users, searching for listings by location and keyword.
- On top of that Go API, built Objective-C iOS app.
- [github.com/haystackapp](https://github.com/jamesaanderson/haystackapp)

**homebrew-bundle**

2013-2015

- Rewrote Ruby DSL (Domain Specific Language).
- Added support for homebrew-cask library.
- Later, added as Homebrew contributor.
- [github.com/homebrew/homebrew-bundle](https://github.com/jamesaanderson/homebrew-bundle)

## AWARDS

**2nd Place, School Science Fair**

February 2016

**Judge's Trophy, FTC (FIRST) Robotics**

January 2016

**2nd Place, HSHacks Hackathon**

March 2014