

ANANT JAIN



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UNIVERSITY OF SOUTHERN CALIFORNIA COMPUTER SCIENCE BUSINESS ADMINISTRATION

Double-Major, Graduating May 2020
Presidential Scholar, GPA: 3.97

CUPERTINO HIGH SCHOOL

Graduated June 2016
GPA: 4.43



COURSEWORK

Algorithms/Theory of Computation
Data Structures/Object-Oriented Design
Software Engineering
Operating Systems/Computer Systems
Concepts of Programming Languages
Discrete Mathematics/Probability
Linear Algebra/Differential Equations
Calculus III (Multivariable Calculus)
Business/Engineering Statistics



PROGRAMMING LANGUAGES

C++, Swift, Java, Python, JavaScript,
R, SQL, Objective-C, MATLAB

TOOLS & FRAMEWORKS

UIKit, SwiftUI, AWS, Firebase, MEAN,
React, CloudKit, MySQL, jQuery

PROFICIENCIES

Machine Learning, Big Data Analytics,
iOS, iPadOS, macOS, watchOS, tvOS

DESIGN

Adobe Photoshop, Lightroom, Sketch

INTERESTS

Mathematics, Robotics, Photography,
3D Modeling & Animation,
Calligraphy, Post-Production,
Taekwondo, Ice Hockey, Hiking



LANGUAGES

English (native)
Hindi (native)
Spanish (proficient)

NATIONALITY

U.S. Citizen



EXPERIENCE

SOFTWARE ENGINEER (INTERN)

APPLE

May 2019 -
August 2019

SOFTWARE ENGINEER (INTERN)

APPLE

May 2018 -
August 2018

SOFTWARE ENGINEER (INTERN)

UBER

June 2015 -
August 2015

DATA SCIENTIST (INTERN)

CISCO

June 2014 -
August 2014



AWARDS

BEST DEMO AT USC LAVALAB

April 2018

APPLE WWDC SCHOLARSHIP WINNER

May 2015

WINNER AT PENNAPPS, HS HACKS

March 2014 -
September 2015



PROJECTS & LEADERSHIP

PRESIDENT HACKSC

May 2018 -
May 2019

PRESIDENT TINOVATION

June 2015 -
June 2016

ORGANIZER CU HACKS

June 2015

- Prototyped exploratory animation work for the iOS text system
- Collaborated with the human interface design team to implement iOS/iPadOS 13 improvements in sheet presentations, system controls, and accessibility, developing new UIKit APIs and SPIs
- Built demo app for "Taking iPad Apps for Mac to the Next Level" session at WWDC 2019 for advanced iPad/Mac Catalyst features
- Assisted developers with UIKit/SwiftUI at WWDC 2019 labs
- Designed and developed a tool to visualize and debug user interactions in iOS, drastically cutting debug time for complex gesture and touch events from weeks to under 5 minutes
- Actively integrated feedback from the UIKit, SpringBoard, and Xcode teams to enhance the tool
- One of 10 interns selected to present their projects to Craig Federighi, Apple's Senior VP of Software Engineering
- Developed an application using the iOS SDK for a special project (details are proprietary information)
- Designed efficient algorithms and leveraged machine learning APIs, while collaborating with front and back-end teams
- Charted, summarized, and forecasted business data by building statistical models in the R programming language, extracting the most profitable lines of products and services
- Analyzed resource distribution across industry sectors; actively sought feedback from various teams for data accuracy

- Won the Best Demo award at LavaLab's Spring 2018 Demo Night
- USC LavaLab recruits the top 5% of engineering, design, and business students at USC to take innovative product ideas from start to finish during the duration of a semester
- One of 350 students selected from 40+ countries to receive a scholarship from Apple, Inc. to attend its prestigious Worldwide Developer Conference 2015
- Created Signa, a beacon-based fitness app, using Swift, HealthKit, and JS (PennApps XII, Sep. 2015, Top 20)
- Created Ignus, a social payments app, using Swift, MEAN, and jQuery (HS Hacks II, Feb. 2015, Best iOS App)
- Created ChemWhiz, a chemistry lab assistant for iPhone, using Objective-C (HS Hacks I, Mar. 2014, Best iOS App)

- Direct and organize USC's premier hackathon annually, attracting 800+ hackers from all over the country
- Enrich hacker culture on campus with weekly Hack Nights, featuring industry leaders and dev workshops
- CS enrichment and entrepreneurship club at CHS
- Responsible for governance, student mentorship, event planning, fundraising, and community outreach
- City-wide hackathon at the Cupertino Library with \$10,000 in funding from the Cupertino City Council
- 150 attendees, 30 mentors, 8 workshops, 37 projects