

Josh Anatalio

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Education

University of California, San Diego
Bachelors of Science in Computer Science
GPA: 3.54
Honors: Dean's Honor List

LA JOLLA, CA
Present – June 2016

Experience

Molina Healthcare Inc.

Software Architect

LONG BEACH, CA

June 2014 – September 2014

- Worked with the Software Director of Accounting on updating old software and creating new applications.
- Built an application using C#, SQL, and HTML/CSS for the accounting department that allowed employees to quickly and securely manage the company's past, present, and future budgeting system.
- Effectively reduced the time spent on overall budget management by almost 25% by reducing the size of the application and overall execution time.

UCSD Computer Science and Engineering

CSE Tutor

LA JOLLA, CA

April 2014 – Present

- Individually assisted students with programming assignments, homework, and in-class exams.
- Attended weekly staff meetings to discuss course logistics, report student progress, and plan upcoming teaching strategies for the class.
- Actively reviewed students' code and graded their assignments according to the standards of the professor.
- Worked closely with a professor and a team of other tutors to provide the best course experience for students.

Lakewood Aquatics

Age Group Coach

LAKEWOOD, CA

June 2012 – Present

- Trained and educated swimmers on stroke technique, water safety, and physical fitness.
- Adjusted pre-planned workout sessions to accommodate special learning needs of the athletes.
- Provided honest and constructive feedback to swimmers of all ages.
- Successfully completed all required USA Swimming coach's training sessions and certifications.

Projects

Arduino Sound Analyzer

- Utilized an Arduino micro-controller to analyze and respond to the amplitude and frequency of given sound samples, resulting in a display where lights and colors correspond to the music that is being played.

Jackit

iPhone Multiplayer Game Application

- Hackathon (LAHacks) born application that allows players to compete with each other, locally and globally, in a intense shaking game.
- Served as the primary coder for the game logic, the User Experience Design, and worked closely with a database team.
- Created in Objective C with a Parse back-end, received an honorable mention at the end of the competition.

Dine

iPhone Restaurant Application

- Restaurant application designed in CSE110 that enhances the dining experience by giving the user an interactive connection the restaurant.
- The application allows customers to view restaurant menu items , choose and pay for their meal, generate random meals through a meal randomizer, and even add their party to the waiting list.
- Worked on a team as the Software Development Lead. Dine was voted "Best Application" in a class of 200 CSE students. Built using Objective-C, iBeacon technology, Facebook's App Links, and a Parse back-end.

Skills

Coding: Java | Objective C | C++ | C | C# | Python | HTML+CSS | Javascript | SQL | SPARC Assembly

Operating Systems: Windows | Mac | Linux

Competitions: LA Hacks - honorable mention by Quixey, Facebook Programming Competition - 2nd place, various other programming competitions.

Personal Interests: Kayaking, Snorkeling, Settlers of Catan, Cycling, iOS Development, Surfing