

Anchit Grover

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Objectives

- Targeting an internship to compliment knowledge gained at the university level.

Education

The Pennsylvania State University

Bachelor of Science: Computer Science

Cumulative GPA: 3.14

December 2016

Related Course Work

- Object-oriented programming in C++, Java, C
- Dynamics, electricity and magnetism
- Discrete math for computer science
- Operating Systems
- Single and multi-variable calculus
- Computer organizations and designs
- Data Structures and Algorithms

Projects

- **Driver API for 3D Printer in C:** Developed a 3D Printer driver that provides higher-level abstraction of a lower-level interface in order to print certain types of materials, layer by layer, from the printer. The driver can also be utilized over a network connection and connect to printers globally.
- **Bookings Magicians in Java:** Using a GUI interface, an agent books a magician from a SQL database to a customer for a day of their choice. If all magicians are booked for that specific date, that customer is put on a waiting list. The customers are ordered using a timestamp. If another customer cancels an appointment, the first person on the waiting list for that date is taken off the waitlist and then appointed to the available magician.
- **Draw Application in Java:** GUI application that allows users to select different shape from a drop down box and draw on a draw panel. User has the option to use dashed lines, choose the width of the lines, and whether or not they want the shape to be filled. Also, user can color shapes in gradient format, undo their last step or clear the draw panel.
- **CPU Scheduler in C:** Implemented two scheduling algorithms: Lottery, and Round Robin, within a user-level threads package.
- **Tic-Tac-Toe for iOS in Objective-C:** Mobile application that allows the users to play tic-tac-toe against the computer. User starts the game, and can press any of the nine squares. The computer counters with one of the choices still available. The game continues till there is a winner or a tie.

Skills and Abilities

- Proficient in C++, Java, C.
- Capable to work with Windows, Mac OS, or Linux operating systems.
- Experience with Verilog, MIPS, Objective-C, and Swift.
- Familiar with Xcode for mobile application developments.