# Keshav Anand — Brag Sheet

# Purpose

RenderCV '' is a LaTeX-based CV/resume version-control and maintenance app. It allows you to create a high-quality CV or resume as a PDF file from a YAML file, with Markdown syntax support and complete control over the LaTeX code.

The boilerplate content was inspired by Gayle McDowell .

This purpose is the reason why you are applying + WHAT YOU ARE APPLYING FOR.

## Quick Guide

- Each section title is arbitrary and each section contains a list of entries.
- There are 7 unique entry types: BulletEntry, TextEntry, EducationEntry, ExperienceEntry, NormalEntry, PublicationEntry, and OneLineEntry.
- Select a section title, pick an entry type, and start writing your section!
- ∘ Here ∠, you can find a comprehensive user guide for RenderCV.

#### Education

### University of Pennsylvania

Sept 2000 - May 2005

BS in Computer Science

- ∘ GPA: 3.9/4.0 (a link to somewhere ∠)
- o Coursework: Computer Architecture, Comparison of Learning Algorithms, Computational Theory

## Experience

#### Software Engineer

Cupertino, CA

Apple

June 2005 - Aug 2007

- Reduced time to render user buddy lists by 75% by implementing a prediction algorithm
- Integrated iChat with Spotlight Search by creating a tool to extract metadata from saved chat transcripts and provide metadata to a system-wide search database
- Redesigned chat file format and implemented backward compatibility for search

#### Software Engineer Intern

Redmond, WA

Microsoft

June 2003 - Aug 2003

- o Designed a UI for the VS open file switcher (Ctrl-Tab) and extended it to tool windows
- Created a service to provide gradient across VS and VS add-ins, optimizing its performance via caching
- Built an app to compute the similarity of all methods in a codebase, reducing the time from  $\mathcal{O}(n^2)$  to  $\mathcal{O}(n\log n)$
- Created a test case generation tool that creates random XML docs from XML Schema
- Automated the extraction and processing of large datasets from legacy systems using SQL and Perl scripts

## **Publications**

#### 3D Finite Element Analysis of No-Insulation Coils

 $\mathrm{Jan}\ 2004$ 

Frodo Baggins, John Doe, Samwise Gamgee

10.1109/TASC.2023.3340648

## Projects

#### Multi-User Drawing Tool

 Developed an electronic classroom where multiple users can simultaneously view and draw on a "chalkboard" with each person's edits synchronized ∘ Tools Used: C++, MFC

### Synchronized Desktop Calendar

- $\circ$  Developed a desktop calendar with globally shared and synchronized calendars, allowing users to schedule meetings with other users
- ∘ Tools Used: C#, .NET, SQL, XML

## **Custom Operating System**

2002

- o Built a UNIX-style OS with a scheduler, file system, text editor, and calculator
- o Tools Used: C

# **Technologies**

Languages: C++, C, Java, Objective-C, C#, SQL, JavaScript

Technologies: .NET, Microsoft SQL Server, XCode, Interface Builder