

ANANT JAIN

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UNIVERSITY OF SOUTHERN CALIFORNIA COMPUTER SCIENCE BUSINESS ADMINISTRATION

Double-Major, Graduated May 2020
Presidential Scholar, GPA: 3.98

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

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

DESIGN

Photoshop, Lightroom, Sketch, Figma

INTERESTS

Math, Cooking, Photography, Reading,
3D Animation, Design, UI/UX,
Calligraphy, Post-Production,
Taekwondo, Ice Hockey, Hiking



LANGUAGES

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

NATIONALITY

U.S. Citizen



EXPERIENCE

UIKIT ENGINEER APPLE

May 2020 -
present

- Developing system features on Apple platforms, such as the redesigned keyboard shortcut menu in iPadOS 15
- Presented in the "Take your iPad apps to the next level" session at WWDC 2021 to promote cutting-edge keyboard improvements
- Architected and implemented app-to-web Private Click Measurement (PCM) on iOS with UIEventAttribution

iOS SYSTEM EXPERIENCE ENGINEER (INTERN) APPLE

May 2019 -
August 2019

- 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

UIKIT ENGINEER (INTERN) APPLE

May 2018 -
August 2018

- 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



AWARDS

BEST DEMO AT USC LAVALAB April 2018

- 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

APPLE WWDC SCHOLARSHIP WINNER May 2015

- One of 350 students selected from 40+ countries to receive a scholarship from Apple, Inc. to attend its prestigious Worldwide Developer Conference 2015

WINNER AT PENNAPPS, HS HACKS March 2014 - September 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)



PROJECTS & LEADERSHIP

PRESIDENT HACKSC

May 2018 -
May 2019

- Led 25 students to direct and organize HackSC, USC's premier hackathon, attracting 800+ hackers from all over the country
- Enrich hacker culture on campus with weekly Hack Nights, featuring industry leaders and dev workshops

PRESIDENT TINOVATION

June 2015 -
June 2016

- CS enrichment and entrepreneurship club at CHS
- Responsible for governance, student mentorship, event planning, fundraising, and community outreach

ORGANIZER CU HACKS

June 2015

- 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