

# Anand Koshy

anandkoshy1@gmail.com | 215.385.6598  
GitHub: anand-koshy | LinkedIn: anand-koshy

## EDUCATION

### JOHNS HOPKINS UNIVERSITY | B.S. COMPUTER SCIENCE

EXPECTED MAY 2020

GPA: 3.52 • SAT: 2220 (Math: 790)

- Co-Founder & Treasurer – Discourse (Debate Club)
- Mentor – Thread Inc.
- Women in Computer Science
- JHU Undergraduate Consulting Club

## EXPERIENCE

### VERYAPT | OPERATIONS INTERN

MAY 2017 – AUG 2017

Philadelphia, PA

VeryApt is an online rental concierge startup founded in 2014 by two Wharton MBA grads and has raised over \$2.5M in venture capital from investors such as Great Oaks VC and NXT Ventures.

- Collaborated with Chief Software Architect to develop python-based web scraper that directly feeds availability and pricing information to the VeryApt website. Apartment feed data represents over 40 properties, 4,000 units, and \$70M in annual rental revenue.
- Worked closely with CEO to expand concierge marketplace supply in Chicago by over 300%, enabling on-the-ground Chicago team to grow revenue by over \$15K monthly.
- Drove an incremental \$20K/year in revenue by creating over 25 new landing pages that were tailored specifically to high converting long tail search queries.

### JOHNS HOPKINS UNIVERSITY | STUDENT FUNDRAISER

SEP 2016 – JAN 2017

Baltimore, MD

- Communicated with over 200 Johns Hopkins alumni by phone weekly to raise money for financial aid, scholarships, research grants, and program support.
- Earned \$1M worth of pledges alongside team of 25 fundraisers within 4 months of calling, exceeding prior year's pledges by 10%.

## PROJECTS

- ROOT** City exploring iOS app, developed in Swift, with local events, restaurants, and stores curated to millennials. Parses RSS feeds and uses other sources to gather event descriptions, locations, etc.
- LOGIFY** Logo prototyping app developed in Android Studio that lets user quickly design logos and apply color pallets. Implemented using The Noun Project and Cooper-Hewitt APIs.
- CHESS** Command-line implementation of 2-player chess game developed in C++. Incorporated optional mystery piece feature that allows player to create and add their own unique piece to the game.

## TECHNICAL

### RELEVANT COURSEWORK

Data Structures • C/C++ Programming • Discrete Math  
Computer System Fundamentals • User Interfaces and  
Mobile Applications • Differential Equations • Calculus III

### HONORS

Bloomberg Scholar  
Dean's List

### PROGRAMMING

#### Advanced:

Java • C++ • Python

#### Proficient:

C • HTML/CSS • Assembly (MIPS, 6502)

#### Software Tools:

UNIX/LINUX • Git • JUnit 4 • Microsoft Office