

Navodit Maheshwari

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SKILLS

- **Programming Languages:** Python, Java, C, C++, JavaScript, TypeScript, SQL, Go, RISC-V Assembly, HTML, CSS
- **Frameworks & Libraries:** React, Flask, Spring Boot, Tailwind CSS, Node.js (basic)
- **Tools & Platforms:** Git, Firebase (incl. Firestore & Authentication), UNIX/Linux, macOS, Windows, npm, Postman, Chrome DevTools, VS Code, Docker
- **Databases:** Firestore, MySQL
- **Concepts & Practices:** Object-Oriented Programming (OOP), RESTful APIs, Model-View-Controller (MVC), Unit Testing, Agile Development, CI/CD (basic)
- **Spoken Languages:** English (fluent), Hindi (fluent)

EDUCATION

University of California, Santa Cruz — Master's degree | September 2025 - Present

- **Major:** Computer Science B.S

University of California, Santa Cruz — Bachelor's degree | September 2022 - June 2025

- **Major:** Computer Science B.S
- **Relevant Coursework:** Artificial Intelligence, Intro to Natural Language Processing, Machine Learning, Principles of Computer Systems Design, Computer Architecture
- **Extra-Curricular Activities:** Slug Security, CruzHacks 2023 & 2024

PROJECTS

TOAD (To Outline A Destination) | React, Firebase, Firestore, JavaScript | March 2025

- Developed a collaborative trip-planning web app with a clean React UI and real-time Firestore sync across users.
- Built an interactive drag-and-drop itinerary manager, enabling intuitive planning and reordering of trip events.
- Integrated a polling system to help groups vote on destinations, activities, and accommodations.
- Implemented user invitation features and location-based suggestions to improve collaboration and discovery.
- Emphasized responsive design and performance for a seamless multi-user experience.

Madlibs Generator | Python, Flask, NLP, NLTK, Viterbi Algorithm, Hidden Markov Models (HMM) | December 2024

- Developed a Madlibs web app in a team, combining interactive storytelling with natural language processing (NLP).
- Implemented a custom Part-of-Speech (POS) tagger using a Viterbi algorithm over a Hidden Markov Model, improving control and transparency over tagging decisions.
- Applied sentiment analysis to detect and filter impactful words, enhancing the humor and creativity of generated Madlibs.
- Designed adaptive user prompts based on POS categories to guide creative, grammatically coherent word inputs.

EXPERIENCES

Baskin Engineering at UCSC — Tutor & Grader for Computer Architecture | September 2024 – Present

- Tutored students in key architecture topics, including CPU design, memory hierarchy, pipelining, and instruction set architecture (ISA)
- Led discussions on performance metrics and design trade-offs to deepen conceptual understanding
- Provided detailed feedback on assembly code, helping students identify and correct logical and syntactical errors
- Collaborated with faculty to reinforce curriculum and support over 100 students across multiple sections

Coding4Youth Inc. — Coding Instructor | June 2024 – August 2024

- Taught programming fundamentals using Python, HTML, Roblox Lua, and Scratch to students aged 7–17 in both one-on-one and group formats
- Designed and delivered engaging, level-appropriate coding lessons tailored to each student's learning style and pace
- Developed custom mini-projects and exercises to reinforce computational thinking and creativity
- Helped students debug and improve their code, building their problem-solving skills and coding confidence