

# Neha Gaikwad

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## EDUCATION

<b>Vidyalankar Institute of Technology</b> <i>Bachelor of Technology in Computer Engineering</i>	Mumbai, India
• CGPA: <b>9.9</b> (First Year), SGPA: <b>10.0</b> (Sem 3)	Sept 2024 – Present
• Expected Graduation: <b>2028</b>	
<b>Arya Gurukul (CBSE Board)</b> <i>Class X</i>	Kalyan, India 2022
• Percentage: <b>95%</b>	
<b>R.T.P College (State Board)</b> <i>Class XII</i>	Dombivli, India 2024
• Percentage: <b>81.83%</b>	

## EXPERIENCE

<b>Undergraduate Research Assistant</b> <i>Texas A&amp;M University</i>	June 2020 – Present <i>College Station, TX</i>
• Developed a REST API using FastAPI and PostgreSQL to store data from learning management systems	
• Developed a full-stack web application using Flask, React, PostgreSQL and Docker to analyze GitHub data	
• Explored ways to visualize GitHub collaboration in a classroom setting	
<b>Information Technology Support Specialist</b> <i>Southwestern University</i>	Sep. 2018 – Present <i>Georgetown, aTX</i>
• Communicate with managers to set up campus computers used on campus	
• Assess and troubleshoot computer problems brought by students, faculty and staff	
• Maintain upkeep of computers, classroom equipment, and 200 printers across campus	
<b>Artificial Intelligence Research Assistant</b> <i>Southwestern University</i>	May 2019 – July 2019 <i>Georgetown, TX</i>
• Explored methods to generate video game dungeons based off of <i>The Legend of Zelda</i>	
• Developed a game in Java to test the generated dungeons	
• Contributed 50K+ lines of code to an established codebase via Git	
• Conducted a human subject study to determine which video game dungeon generation technique is enjoyable	
• Wrote an 8-page paper and gave multiple presentations on-campus	
• Presented virtually to the World Conference on Computational Intelligence	

## PROJECTS

<b>Gitlytics</b>   <i>Python, Flask, React, PostgreSQL, Docker</i>	June 2020 – Present
• Developed a full-stack web application using with Flask serving a REST API with React as the frontend	
• Implemented GitHub OAuth to get data from user's repositories	
• Visualized GitHub data to show collaboration	
• Used Celery and Redis for asynchronous tasks	
<b>Simple Paintball</b>   <i>Spigot API, Java, Maven, TravisCI, Git</i>	May 2018 – May 2020
• Developed a Minecraft server plugin to entertain kids during free time for a previous job	
• Published plugin to websites gaining 2K+ downloads and an average 4.5/5-star review	
• Implemented continuous delivery using TravisCI to build the plugin upon new a release	
• Collaborated with Minecraft server administrators to suggest features and get feedback about the plugin	

## TECHNICAL SKILLS

**Languages:** Java, Python, C/C++, SQL (Postgres), JavaScript, HTML/CSS, R  
**Frameworks:** React, Node.js, Flask, JUnit, WordPress, Material-UI, FastAPI  
**Developer Tools:** Git, Docker, TravisCI, Google Cloud Platform, VS Code, Visual Studio, PyCharm, IntelliJ, Eclipse  
**Libraries:** pandas, NumPy, Matplotlib