5454 S Rome St, Aurora,
CO, 80015. USA

NIA BENNABHAKTULA

Phone: +1 720-409-914
Nationality: US Citizen

LinkedIn: https://www.linkedin.com/in/niabennabhaktula

Primary Email: niabenna@gmail.com

EDUCATION

Colorado State University **Fort Collins, CO** **December 2022**

- *Major:* Bachelor of Science, Computer Science with Concentration in Human-Centered Computing
- *Minor:* College of Business, Business Administration
- Undergraduate Coursework: Data Structures and Algorithms; Operating Systems; Software Development; Modern Web Development; Software Engineering; Virtual Words; Artificial Intelligence; Databases; Programming Languages; Computer Organization; Predicate Logic; Calculus I & II

LANGUAGES AND TECHNOLOGIES

- Java, JavaScript, SQL, C++, C, NodeJS, React JS, Python, HTML, CSS, PHP
- Visual Studio Code, GitHub, Unity, Microsoft SQL Server, Eclipse, Gitlab

TECHNICAL EXPERIENCE

Front End Software Developer - Internship **Jan 2023 - Current**
BUYEGAMES LLC

- Developed web applications using React and Node with user-centered design methodologies and worked closely with UX/UI team.
- Developed scalable applications using JavaScript, Java and react redux tools.
- Worked in an Agile work environment and used Git for version control.

MANAGEMENT EXPERIENCE

- **Mentor Program:** Took part in the peer-mentorship program at CSU as a mentor for two semesters.

PROJECTS

- *Travelling Salesmen Web Application:*
  Designed a web application with a team of 5 that implemented both front-end and back-end engagement allowing the client to plan their travels. The application involved allowing users to search for a place, calculating the distances between two places, allowing the client to add and remove new stops, and creating an itinerary which is also shown on a map. This project also implements the Nearest Neighbor algorithm to calculate the shortest path to travel among the places selected.
- *Lego Game:*
  Built a 2D video game using blender and unity. Users play a Lego character in first person where they have to jump and avoid hurdles to reach the end point. I used blender to rig my Lego character and python to code the character movements. Unity was used for world building and used C#.
- *Color Grid Generator:*
  Designed a web application with a team of 3 using the fuelPHP framework. This application used PHP, HTML and CSS. The application allows the user to add and/or delete their choices of colors creating a list of x number of colors. From the list of colors made, the users can now select however many colors they want and create up to a 26x26 grid that lets them fill in their choice of colors and print out the result.