

NILESH SINGH

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EDUCATION

University at Buffalo – State University of New York

Buffalo, NY

Bachelor of Science in **Computer Science**

June 2020

Honors Cum Laude

- Undergraduate Teaching Award (only 5 awarded to graduating class)
- University at Buffalo International Merit Scholarship
- Matthew Grappone Scholarship

2020

2016 - 2020

Fall 2018, Fall 2019

SKILLS

Technical Skills: Advanced in **Java**, **Python**, JavaScript, HTML/CSS; Proficient in C/C#/C++, SQL, OCaml.

Operating Systems: Linux, Microsoft Windows, MacOS, Android, iOS.

Tools and Libraries: Eclipse, Visual Studio, Android Studio, Xcode, React-Native, jQuery, Pandas, Tensorflow, Scikit-Learn, ZenHub, AWS, Git, Salesforce.

EXPERIENCE

University at Buffalo Computer Science Department.

Buffalo, NY

Head Teaching Assistant Intro to Machine Learning CSE 474/574

Jan 2020 – June 2020

- Designed, programmed and tested official website for the course with HTML5, JavaScript and CSS.
- Co-ordinated and reduced the grading workload by 30% for the course using automated tools, helped make the course go fully online due to COVID-19.
- Development of Assignments and activities, supervise and mentor 20 teams of undergraduate students for their capstone Machine Learning projects (**Python**, **Tensorflow**, **Scikit-Learn**). Responsible for office hours, grading and helping 165 students with the Machine Learning topics.

Program Manager – Software Engineering for CSE 442

Jan 2020 – May 2020

- Responsible for managing senior year software engineering teams for their projects using **Agile Methodologies** (version control, scrum board, etc.)
- Holding weekly stand-up meetings for progress and grading of teams for sprints.

University at Buffalo Information Technology

Buffalo, NY

Supervisor | Tech Squad Specialist

Mar 2018 – Oct 2019

Junior Consultant

Sep 2017 – Mar 2019

- Manage and track the volume of tickets regarding any IT related issues, serving 32,000+ students, staff and faculty. Serve as a resource for staff and students regarding any questions for information about University IT. Troubleshoot and maintained hardware alongside a team of Supervisors and network administrators for over 1000 workstations.
- Ensure the main printing and computing services of the University at Buffalo's libraries were staffed and running efficiently by Public Sites Consultants. Managing about 65 to 80 student consultants.
- Promoted within 6 months due to strong performance and organizational impact (1 year ahead of schedule)

PROJECTS

Shuttle Finder App UB | **JavaScript** | **React-Native**

Sep 2019 - Dec 2019

- A shuttle/bus finder app for UB students to check the timings for the shuttles for 30 locations at the location of their choice, also a static link to the shuttle's GPS in case they want to see the live location. Worked in a group and used agile version control, scrum and unit testing for development. Focused for cold locations so people do not have to wait in the snow.

Yelp review - Sentiment Analysis | **Python** | **NLP**

Nov 2019

- Model to predict if review was good or bad after analysing the sentence based on a training set. Built on yelp dataset using Tensorflow libraries and LSTM models. Model Accuracy: 90%

Interpreter | **Python** | **OCaml**

Feb 2019 - Apr 2019

- Constructed an interpreter, which could execute a program line by line and perform logical operations on different data types with around 600+ lines of code. Interpreter used varied scoping, iterated on data structures and executed functions with restricted scope.

DNA sequence Analyzer | **C++**

Mar 2018

- Built an assurance program to scan large sequences of DNA for errors and count the DNA AGCT molecules. - Huffman Coding, Recursion, Object Oriented Programming.

Ace-Up, Bakers-Dozen and Free-cell | **Java**

Nov 2017

- Three different types of Solitaire games built using Java which can be run using Eclipse - Test Driven Development, Junit Testing, OOPS, Swing.