

# Pramukh Nadig

(203)-945-9970 | [pnadig1@gmail.com](mailto:pnadig1@gmail.com) | <https://www.linkedin.com/in/pramukh-nadig-aa18b5165/> | [github.com/PramukhNadig](https://github.com/PramukhNadig) [pramukhnadig.github.io/](https://pramukhnadig.github.io/)

## EDUCATION

**Stevens Institute of Technology**  
*Bachelor of Science in Computer Science*

Hoboken, NJ  
Aug. 2019 – May 2023

## EXPERIENCE

### Software Developer

August 2021 – Present

*Aradena.io*

*Remote Position*

- Worked with other Software Developers and Marketing Managers to develop programs to increase engagement with Aradena's Discord community.
- Developed a Discord Bot that worked as a moderator and worked to add games for community members to play.
- Increased the messages sent in the Discord server threefold.

### ASC Tutor

August 2021 – Present

*Stevens Institute of Technology*

*Hoboken, NJ*

- Communicate with students to set up appropriate meeting times.
- Assess and assist students in difficult concept areas in Data Structures and Algorithms.
- Helped a variety of struggling students improve their grades in Data Structures and Algorithms.

### Undergraduate Research Assistant

August 2019 – February 2020

*State University of New York at Binghamton*

*Vestal, NY*

- Worked with other undergraduate researchers to develop a semester long project with guidance from masters and doctoral candidates.
- Developed a machine learning algorithm to analyze a video and classify whether or not it is a potential deepfake.
- Presented our project at a poster session.

## TECHNICAL SKILLS

**Languages:** Java, Python, C/C++, SQL (Postgres), JavaScript, HTML/CSS, R, OCaml

**Frameworks:** React, Node.js, Flask, JUnit

**Developer Tools:** Git, GitLab, TravisCI, VS Code, Visual Studio, PyCharm, IntelliJ, Eclipse

**Libraries:** pandas, NumPy, Matplotlib

## PROJECTS

### Oat Compiler | OCaml

January 2022 – Present

- Developed a compiler for the Oat language.
- Used OCaml with functional programming principles to create the pattern matching system.
- Compiled the Oat language to LLVM Lite and X86 Lite.

### Wordle Solver | Python, pandas, NumPy, PyGame

January 2022 – Present

- Developed an application that used information theory to show the best guesses for Wordle.
- Used PyGame to create a GUI that resembled the original Wordle website.
- Used statistics and probability theory in order to rank words based on their likelihood and information gained.

### Hug The Rails IoT | Java, Swing, JavaFX

January 2021 – June 2021

- Developed a Swing application that hooked into an IoT sensor and displayed train statistics.
- Used GitLab to collaborate with group members and create the final product.
- Worked closely with a project manager and used an Agile Software Development Process to ensure deadlines and criteria were met.
- Created a GUI with a log system and warning checkers for ease of use.