

Sushmey Nirmal

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EDUCATION

- University of Colorado, Boulder** | Master of Science in Computer Science May 2027
- Grader for Intro to Data Science with Probability and Statistics for Fall '25
- VJTI, Mumbai** | Bachelor of Technology in Information Technology June 2023
- Coursework: Database Systems, Data Structures and Algorithms, Machine Learning

SKILLS

Languages: Python, Java, SQL, JavaScript, TypeScript, GoLang, Scala, C++
Frameworks & Technologies: Spark, Django, Flask, Angular, Express, NodeJS
Databases: SQL Server, Hive, Dremio, MongoDB

EXPERIENCE

- Wells Fargo** August 2023 - July 2025
Software Engineer *Hyderabad, India*
- Designed and developed a data fetching tool leveraging Dremio and Django, enabling instantaneous data retrieval for UI-based applications and bulk extraction for ETL workflows used by **40+ developers**.
 - Improved data reliability by implementing validation checks and preventing stale or inconsistent data, enhancing trust and usability for **24+ analytics and reporting teams**.
 - Initiated and executed a codebase transformation within 4 weeks of joining by implementing a standardized naming convention **across 71% of the codebase**, significantly enhancing code intuitiveness and readability.
- Barclays** June 2022 - August 2022
SWE Intern *Pune, India*
- Developed a user-friendly Trade Feed File Generator, reducing file generation time from **days to hours**, resulting in a **96% optimization**.
 - Designed the UI with Figma using Barclays' font and colours, and implemented it using proprietary libraries with Angular.
 - Enabled seamless communication between the Angular frontend and Java backend by implementing RESTful API using Spring Boot.

VOLUNTEER EXPERIENCE

- Zulip Terminal** | Open Source Contributor [Link](#) September 2022 - May 2024
- Improved application stability by handling network timeout events during connection loss and blocking text-based browsers, preventing crashes in the application.
 - Enhanced user experience by adding read receipts and message copy functionality, increasing usability for end-users.
 - Optimized UI/UX by introducing help text and unique identifiers for users with identical usernames, reducing user confusion and improving navigation clarity.
- Stanford's CodeInPlace** | Section Leader [Link](#) April 2024 - June 2024
- Facilitated small group meetings to teach Stanford's flagship Intro to Python course, CS106A.
 - Provided personalized assistance to students, resulting in **over 70% increase** in course progress.

PROJECTS

- Better Call RAGs** (LangChain, GenerativeAI) [Link](#)
- Developed an AI-powered legal assistant using Retrieval-Augmented Generation (RAG) architecture to enable natural language querying over the Cambridge Law Corpus.
 - Engineered a summarization and Q&A system that delivers accurate, context-specific answers strictly grounded in the source corpus, enhancing reliability and eliminating hallucinations.
- HaikuBlog** (Flask, HTML/CSS, MySQL) [Link](#)
- Designed and developed a blog platform for creating and sharing Haikus, allowing users to create profiles and post poems.
 - Implemented a syntactic validation system to ensure Haikus met format requirements and integrated custom session-based login authentication, improving user experience and security.
- Greatest Chess Engine** (HTML/CSS, JavaScript) [Link](#)
- Developed an interactive chess engine with HTML/CSS and JS libraries, with Alpha-Beta pruning, optimizing the chess engine's performance, making it 10x faster.