NISHANT RACHERLA

650-609-7128 nishant.racherla@gmail.com Portfolio LinkedIn Github San Francisco Bay Area

SKILLS

React.js, Redux, TypeScript, JavaScript with ES6, Ruby on Rails, Ruby, Node.js, Express, Websockets, Google Maps API, Google Charts API, Chart.js, SQL, PostgreSQL, MongoDB, Python, C, Git, Axios, HTML5, CSS3, SASS, MUI, Babel, Webpack, Canvas, Adobe Photoshop, Adobe Lightroom

EDUCATION

App Academy - 1000-hour immersive full-stack web development course with <3% acceptance rate (Oct 2022 - Jan 2023)
Sreenidhi Institute of Science and Technology, India - *Bachelor of Technology, Computer Science* (Aug 2018 - Aug 2022)

EXPERIENCE

Software Development Internship
Intense Technologies Ltd., Oct 2021 - Dec 2021

- Designed and built "Project Budget Tracker," a React application that helps Project Managers monitor Project Budgets using Earned Value Management, a methodology listed under PMBOK's popular strategies for project management.
- Productionized the frontend for the application and collaborated with Django backend engineers for API design.
- Trained and onboarded teams to adopt the tool, resulting in improved financial performance for 100+ projects across the company.

Software Development Internship
Intense Technologies Ltd., May 2020 - Jun 2020

- Developed a COVID-19 statistics dashboard using React.js and Google Charts for the organization, this was my first experience working with React.js.
- Leveraged the John Hopkins Coronavirus Resource Center public API to implement the frontend interface for the dashboard and visualized the data using Google Charts.

PROJECTS

Resonance Live Site | Github
A full-stack web application inspired by Discord, built using React, Redux, HTML5, CSS3, Ruby on Rails, PostgreSQL, and Action Cable

- Implemented real-time chat functionality using Action Cable (Ruby on Rails implementation of Websockets) and Redis for user communication.
- Built most user interactions such as Friend Requests utilizing websockets enabling instantaneous updates to the UI without page refreshes or additional requests to the backend.
- Constructed a defensive mechanism against predictable serial number attacks by using AES to encrypt and decrypt Invite links.
- Harnessed Redux state management to streamline the communication between the frontend and the backend and implemented well-rounded CRUD functionality with websockets, allowing users to make changes seamlessly.

ViewFinder Live Site | Github
A single-page web application developed to help photographers find and share lesser-known photo locations, built using Mongo, Express, React, Redux, Node, HTML5, CSS3, AWS

- Designed the frontend architecture and established code patterns to help team of four by reducing time for code reviews.
- Developed multiple reusable React components, reducing code redundancy and improving the maintainability of the app.
- Incorporated custom markers through the Google Maps API along with clustering of markers based on the current zoom level, improving user experience and legibility.
- Managed debugging of various issues in the React-Redux and request-response cycle implementations.

Planetary Devastation Live Site | Github
A JavaScript game based on the popular MMO Agar.io, built using JavaScript, Canvas, HTML5, and CSS3

- Efficiently rendered DOM elements on the Canvas optimizing for higher frame rates.
- Implemented radius-based dynamic resizing for infinite gameplay.
- Applied custom physics formulas to simulate collisions of planets and cursor tracking more immersive user experience (UX).