

# NISHANT RACHERLA

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[Portfolio](#)

[LinkedIn](#)

[Github](#)

Cupertino/US Work Authorization

## SKILLS

React, Redux, TypeScript, JavaScript, Ruby on Rails, Ruby, Node.js, Express, Websockets, SQL, PostgreSQL, MongoDB, Python, HTML, CSS, MUI, Babel, Webpack, Adobe Photoshop, Adobe Lightroom

## EXPERIENCE

### Software Development Internship

*Intense Technologies Ltd.*, Oct 2021 - Dec 2021

- Developed a React application, "Project Budget Tracker," that implemented Earned Value Management and allowed project managers to effectively monitor project budgets.
- Collaborated with Django backend engineers to design APIs and productionized the frontend for seamless integration.
- Successfully trained and onboarded teams on the tool, resulting in improved financial performance across 100+ projects company-wide.

### Software Development Internship

*Intense Technologies Ltd.*, May 2020 - Jun 2020

- Developed a COVID-19 statistics dashboard using React and the John Hopkins Coronavirus Resource Center public API.
- Implemented a frontend interface for the dashboard, successfully visualizing data using Google Charts.
- Gained significant experience with React during my role as Frontend Web Development Intern.

## EDUCATION

**App Academy** - 1000-hour immersive full-stack web development course with <3% acceptance rate (Jan 2023)

**Sreenidhi Institute of Science and Technology, India** - *Bachelor of Science, Computer Science* (Aug 2022)

## PROJECTS

### Resonance

[Live Site](#) | [Github](#)

*A full-stack web application inspired by Discord, built using React, Redux, HTML, CSS, 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.js, HTML, CSS, and 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, HTML, and CSS.*

- 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 for a more immersive user experience.