NISHANT RACHERLA

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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

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 and Google Charts for the organization, this was my first experience working with React.
- 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, 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, 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 more immersive user experience (UX).