

Utkarsh Nandy

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Summary

Aspiring developer with a strong programming background and a keen eye for problem-solving. Seeking to launch a career in software development, equipped with proficiency in key languages, algorithms, and data structures. Committed to ongoing learning and staying updated on emerging tech trends. Eager to collaborate in dynamic teams and contribute to building impactful, user-focused software solutions.

Education

University of California - Davis | Davis, CA
Computer Science | 06/2025

Skills

Python - Django, Flask, C/C++, Front End - CSS, HTML, JavaScript, Node.js, Angular.js, Vue.js, Algorithms and Data Structures, SQL, CI/CD - Jenkins, Docker, Git/GitHub, Communication, Leadership, get-it-done attitude, AWS, GCP

Experience

Google Developer Student Club | Davis, CA
Associate Lead | 10/2023 - Present

- Created an innovative mobile ID app to streamline and modernize university identification systems, reducing reliance on physical ID cards.
- Utilized React Native for front-end, Node.js for backend

EcoCAR UC Davis | Davis, CA
CAVS Engineer | 11/2022 - Present

- Engineered a sophisticated timing metric in RTMaps using Python Bridge, allowing for the precise assessment of component execution times, frequencies, and latencies, facilitating the rapid identification of bottlenecks, subsequently driving targeted performance optimizations within the system
- Designed and optimized a Kalman filter-based sensor fusion algorithm using C++ and RTMaps, achieving a 25% reduction in position estimation error and a 30% decrease in measurement noise, significantly enhancing the precision and reliability of autonomous vehicle navigation systems
- Produced risk graphs and improved vehicle decision making by 7.2% by simulating various road conditions modeled in ModelDesk and visualized in Aurelion
- Wrote data processing Python scripts for reading and analyzing CAN data, cutting out irrelevant data points and reducing overall error factor by 20%.

Projects

Personal Finance Tracker App

- React Native for front end, Django for backend

ONU Game

- 4 player online card game made using MATLAB
- Effective collaboration and clear communication within a team of 4