# Vandana Cendrollu Nagesh

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## SUMMARY

Master's student in Computer Science at UF with hands-on experience in Java, Spring Boot, ASP.NET, and React. Updated 10.3M+ database records using PL/SQL procedures to align with new business rules and launched SSO, boosting access by 40%. Eager to learn and contribute.

## EDUCATION

**University of Florida, USA**                                            **Jan 2024 - Dec 2025**
MS in Computer Science - *Advanced Data Structures, Distributed Systems, Program Language Principles*

**Vellore Institute of Technology - AP, India**                          **Jun 2017 - May 2022**
M. Tech. Integrated Software Engineering - *Data Structures, Operating Systems, Storage Systems*

## SKILLS

| | |
|---|---|
| **Programming** | Java, JavaScript, C#, C++, Python |
| **Backend** | Spring Boot, REST APIs, Microservices, Node.js, .Net, ASP.NET, MVC, Kafka |
| **Frontend** | React, Next.js, Angular, TypeScript, HTML5, CSS3, Tailwind CSS, jQuery |
| **Data Management** | SQL, MySQL, MSSQL, Oracle, PL/SQL, MongoDB, PostgreSQL |
| **Cloud & DevOps** | AWS, Docker, Kubernetes, Azure DevOps, Git, Jenkins, Jira, Vercel |

## PROFESSIONAL EXPERIENCE

**Web Developer Intern - Insight Tutors, United States**                  **Jan 2025 - Apr 2025**

- Developed the company website end-to-end using **Next.js, React, TypeScript, and Tailwind CSS**
- Integrated **Supabase** for secure authentication and dynamic content, ensuring reliable data flow
- Deployed the platform on **Vercel**, enabling fast releases and a stable experience for users

**Software Engineer - Entain (formerly Ivy)**                            **Aug 2022 - Dec 2023**

- Built and maintained high-traffic **REST APIs** using **Java** and **Spring Boot** in a microservices architecture for Entain's gaming platforms (e.g., BetMGM), scaling to millions of daily requests
- Executed large-scale **PL/SQL data fixes** updating **10.3M+** player records to align with evolving business rules and ensure data consistency
- **Optimized** a slow KYC-status API by profiling its SQL query and adding a missing index on PlayerEmail, **reduced response time from 2s to under 500ms** and improved lookup performance across services
- Automated compliance workflows by building **cron jobs** enforcing 72-hour KYC verification, preventing unverified player access and reducing manual checks

**Full-Stack Developer Intern - Hexagon**                                **Aug 2021 - Jun 2022**

- Developed and optimized web applications using **React and Angular**, enhancing load times and supporting **2,500+** employees
- Developed production-grade **C# controllers** and service logic with **ASP.NET, MVC**, Web API and Entity Framework; designed **SQL** Server schemas and stored procedures to ensure reliable data flows
- Containerized internal applications using Docker and Kubernetes, and set up **CI/CD** pipelines with Azure DevOps to streamline scalable cloud deployments

## PROJECTS

**Distributed Gossip & Push-Sum Algorithms Simulation - Gleam, Erlang/OTP**        **Feb 2025**

- Built an **actor-model distributed simulator** supporting topologies (Full, Line, 3D, Imperfect 3D), with asynchronous message passing, rumor/ratio convergence logic, and a coordinator for termination detection.
- Benchmarked **50k–100k+** concurrent actors, analyzing performance trade-offs across topologies and producing convergence-time plots highlighting scalability and algorithmic stability

**Pascal/Delphi LLVM Compiler - GitHub Demo**                                      **Dec 2024**

- Built a compiler that parses a Pascal/Delphi subset and generates **LLVM IR**, supporting classes, constructors, encapsulation, loops, break/continue, procedures/functions, and static scoping.
- Validated output by executing generated IR with LLVM tools (lli, clang), ensuring correctness of control flow and object-oriented features across test programs.