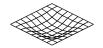
Aditya Nirgun



WORK EXPERIENCE

HQ Software Consulting - Web Developer and Cybersecurity Analyst

September 2019 - Present

- Building the RecoverCA.gov website for hosting public disaster recovery information and a mailing list service using Drupal CMS
- Improving workplace efficiency and data security with Java development and CentOS system administration

Bailey Plant Simulation Lab at UC Davis - Research Assistant

March 2018 - July 2019

- Developing user interface for crop simulation and data projection application Cronus in C++ with Qt Framework
- Modifying LiDAR point cloud scan data of crop fields into 3D meshes for immersive observation with the HTC Vive Head Mounted Display in Unreal Engine's VR game environment

CCIA Crop Inspector May 2018 – August 2018

Sunflower crop inspecting involving record keeping and working with agronomists to prevent weed, pest, and maturity problems

UC Davis IET - Student Staff

October 2015 - December 2015

Scripted, recorded, and published customer support tutorial videos intended for the UC Davis internet user base

Accenture - Contractor

Worked at a "diamond client" project and successfully completed migration of the project documentation from DocuWiki to a new Mediawiki site. Worked with various teams to consolidate their individual documentation, trained project staff to use the new wiki and performed technical handoff.

SKILLS

PROJECT EXPERIENCE

Pvthon & C# **MATLAB** HTML & CSS PHP

UNIX command line

Software Skills:

Linux Server Admin Virtualization SolidWorks

Excel Programming Wordpress

BLAST

Git

Blender

Unity

Unreal Engine

ARC GIS

APSIM

Programming skills Selective Breeding with Brassica Rapa

Jan. 2018 - Mar. 2018

July 2014 - Sept. 2014

- A breeding project carried out for increasing leaf trichome number in a population of Brassica Rapa
- Significant increase of 1.4 standard deviations of the mean reported in the progeny generation

Foundations of Biosystems Engineering Algal Bioreactor Project

Jan. 2017 – Mar. 2017

- Original design and construction conceived for the purpose of cultivating algae and potentially extracting ethanol-based fuels
- Project limitations included carbon footprint, energy efficiency, and portability

MATLAB Audio Sampler

Mar. 2016

- Music editing and creation application written in the MATLAB environment
- Functionality included playback, interactive waveform visualization, low-pass filter, analog synthesizers, BPM and tempo adjustment, and audio filters such as vocal removal

Biology and chemistry lab procedures

Bioinformatics and gene database investigation

Fertigation system design

Industrial scale vertical hydroponics assembly

Experimental Design

Interests:

General Systems Theory, 3D Animation, VR, Game Development, Filmmaking, Painting, Independent Music Production, and Flameworking

EDUCATION

University of California, Davis

Jun. 2019

Bachelor of Science, Plant Science

Emphasis: Genetics and Plant Breeding

Relevant Coursework:

Single & Multivariable Calculus, Linear Algebra,

Differential Equations, Plant Biotechnology,

Circuits, Applied Statistics for Bio Sci

CERTIFICATION

Amazon Web Services Cloud Practitioner Sept. 2019