ALISHA NANDA

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Computer Science major with ability to self-learn quickly and thoroughly, picking up Java in 10th grade and creating an Android app. Collaboration, communication, and team management skills through positions as hackathon director and CS club chair. Experience in:

Java (4+ years) | C++ (2+ years) | Python (1+ years)

EDUCATION

Bachelor of Science in Computer Science, University of California, Davis   **Present – June 2020**
3.92 Unweighted GPA / Deans' List (5 quarters); Regents Scholar
- Completed courses: Object-Oriented Programming, Data Structures, Discrete Math, Calculus, Programming Languages
- Courses in progress: Theory of Computation, Algorithm Design, Computational Linguistics, Computer Architecture

EXPERIENCE

Microsoft, Data and Intelligence in Gaming, Explore Intern   **June 2018 – September 2018**
Rotation program allowing students to spend four weeks in each of PM, Data Science, and Data Engineering. Focused on A/B testing in Xbox Assist app. Two experiments to (1) increase CTR (+10%) on specific pages, and (2) reduce no-result searches (-10%).
- Led efforts in first experiment, creating spec/WBS and assigning tasks; delivered content recommendations to editorial team after experiments/data analysis was completed; added desired tracking metrics to scorecard
- Made code changes in Assist app using AngularJS to add ability to loop different text strings through search box

University of California, Davis, Undergraduate Research Assistant   **October 2016 – September 2017**
Worked on Ruby on Rails educational website that provides customized computer science exercises to students. Implemented methods that automatically generate fill-in-the-blank and reading comprehension questions from code snippet.
- Used Python tokenizer to tokenize code snippets, remove random token, and re-enter into PostgreSQL database, resulting in more efficient database storage
- Wrote Ruby task script to scrape text files and create code snippets from data

PROJECTS AND HACKATHONS

Google, CodeU Participant   **May 2018 – August 2018**
- Invite-only program; worked on Java chat app using Maven framework, run with Google App Engine
- Added sentiment analysis on messages and translation abilities to app using GCP NLP API and GCP Translation API

TileWarp – **Java/Android Studio**   **June 2015 – September 2016**
- Developed Android game to learn app development; users challenged to sort random numbers in limited time
- Used ArrayLists and switch statements as main components to keep track of levels and button content

Hackathons: First Place BearHacks; Speaker XXHacks; Mentor HSHacks; Competitor Outside Hacks and HackDavis

EXTRACURRICULAR ACTIVITIES

HackDavis, Director of External Affairs   **May 2017 – Present**
- Raise funds, partner with nonprofits/clubs, recruit volunteers and mentors, organize transportation for HackDavis 2018

Davis Computer Science Club, Event Chair   **May 2017 – June 2018**
- Organized and executed events; notable events included an intern panel, women speaker series, coding challenges

Grace Hopper Conference Scholar   **October 2017**
- Awarded full scholarship by Anita Borg Institute to attend largest women in tech conference in the nation