

# NIKKI ANANDAN

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## EXPERIENCE

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### CG Infinity

Nov 2021 – Present

#### Technical Product Manager

Dallas, TX

- Spearheaded requirements gathering (PRDs) and stakeholder management from concept to completion
- Liaised with engineering, UX design, and product teams to sync roadmaps, handle pivots in strategy, solve localized customer problems and facilitate product release of a full ERP system worth \$25M+ at startup pace
- Achieved competitive advantage while ensuring on-time and at cost product delivery of a multifaceted SaaS
- Singlehandedly prototyped the entire UI/UX and provided real-time analytics to gain stakeholder buy-in

#### UI Engineer

- Pinnacle member involved in creating schemas and application code using Angular frameworks, and JavaScript
- Prioritized implementation of personalized client facing features resulting in 3x increase in web app engagement
- Restructured authorization framework for the product to automatically assign roles based on org chart

### Oncor Electric Delivery

June 2020 – Oct 2021

#### Software Engineer

Dallas, TX

- Adjusted backend schema in database of an internal asset management tool to reduce app load time by 50%
- Debugged pre-existing code of components using NodeJS, ReactJS to better allocate time

### IBM

May 2018 - July 2018

#### Software Engineer Intern, Watson

Austin, TX

- Overhauled legacy source code; improved performance, and speed for a better UX on the Watson platform

### Meta

Jan 2016 - Jan 2017

#### Computer Vision Engineer Intern, Oculus

Menlo Park, CA

- Transformed specialized detailing in movies like “Zootopia”; utilized novel 3D geometry and lighting techniques
- Effected design improvements on the Unreal Engine to better address challenging views and layouts for the user by capturing multi-dimensional data sets to automate new “view compositions” and widgets

## PROJECTS & RESEARCH

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### Interactive Data & Immersive Environments (INDIE Labs @ Oculus)

- Assessed VR user image processing mechanics and interests in a close-knit panel using “interaction logs” to further research on image searches, and visual analytics (used for in-game recommendations)
- Collaborated with a cross-functional team of researchers to improve the experience of Human Computer Interactions in 3D environments

## EDUCATION

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### Massachusetts Institute of Technology

Jan 2023

#### Designing and Building Artificial Intelligence Products and Services

### Texas A&M University

May 2020

#### B.S. Computer Science and Engineering

## SKILLS

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<b>Skills</b>	Agile, Product Vision, Strategy, UX, Wireframing, Prototyping, UAT, System Design
<b>Coding</b>	HTML/CSS, JavaScript, SQL, Python, Java, C++
<b>Tools</b>	Adobe XD, Figma, Jira, Confluence, VS Code, Azure, Algorithms
<b>Certifications</b>	AI Foundations: Machine Learning, AWS CCP, PSM I

## ACCOMPLISHMENTS

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**Leadership** Women in Engineering Program [Mentor], Society of Women in Engineering [Speaker]