

AISHWARYA RADHAKRISHNAN NAIR

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EDUCATION

National University of Singapore

Aug 2020 - May 2024

Bachelor of Computing in Computer Science

- Focus area: Software Engineering
- Relevant coursework: Software engineering, User-centred collaborative design, Ideas to Proof-of-Concept, Value Creation in Innovation, Quantitative Reasoning, Effective Communication for Computing Professionals

PSL Research University, Paris

Feb 2023 - Jul 2023

NUS Overseas College Programme

- Completed the New Venture Creation course with Best Business Plan, Best Delivery, Most Sustainable Venture and Most Balanced Team distinctions for final business pitch

SKILLS SUMMARY

- Technical: Software engineering principles, C++, Java, Web development (HTML, CSS, Javascript, React), PostgreSQL
- User Interface and Experience (UI/UX) Design: Figma, Canva, Adobe XD, Interaction Design, UX research
- Product design and management, market research, communication

AWARDS

- **Outstanding Undergraduate Researcher Prize (Group) and High Achievement Award** for developing a proof of concept eco-friendly system to convert food waste in residential areas to cleaning liquid
- **NUS Venture Initiation Programme award** for a group business idea, Ryz, a digital second-hand fashion marketplace for Singapore

WORK EXPERIENCE

Software Engineering Intern, United Visual Researchers, Paris

Feb 2023 - Jul 2023

- Migrated PredictSky software from Qt to ImGui C++ framework; conducted software architecture planning, integrated backend implementation and performed system testing to produce fully functional proof of concept
- Redesigned current software user interface; created multiple design prototypes using Figma, proposed and implemented new features to enhance user experience by adding micro-interactions

Product Management Intern, Tictag, Singapore

May 2022 - Jul 2022

- Conducted requirements gathering & feature scoping; collaborated with UI/UX designer to build Figma mockup; performed application testing on Expo Go; worked with operations team to troubleshoot post production issues
- Analysed market trends for industrial and crowdsourced data annotation; produced competitor analysis and collaborated with product manager to scope product roadmap
- Formulated user experience research plan; organised and moderated 7 user interviews for gathering feedback on audio transcription feature

PROJECTS

Developer, Foodzyme, Singapore

Jan 2022 - Nov 2022

- Developed functioning prototype of a system to convert food waste to household cleaning agent in residential areas to promote food waste upcycling along with 4 students
- Programmed ingredient dispensing, weighing and control of mechanical parts using Arduino and C
- Designed, circulated and analysed surveys to gauge FW disposal patterns of 120+ residents and arranged 7 day FW collection trial with 20 participants to test prototype feasibility

Developer, CohortConnect, Singapore

Aug 2021 - Nov 2021

- Developed a 15 kLoC (lines of code) desktop application to facilitate networking among computer science students in university
- Created backend modules for the Student Search, Edit Profile, and Add New Tag features using Java
- Regulated code quality; designed over 100 unit and system test cases to enhance robustness; contributed to app's user and developer guide

CO-CURRICULAR ACTIVITIES

- StartIT Technopreneurship society: Event Creatives head under UI/UX & Marketing team
- NUS Community Service Club: Programmes head
- NUS Naach: danced in 6th indian dance production

