# DIVYA SRINIVASAN

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# EDUCATION

### **B.S. Computer Science,** *North Carolina State University*

Minor: Business Administration

- Relevant Coursework: Software Development Fundamentals, Discrete Mathematics, Introduction to Engineering
- Involvement: Society of Women Engineers (SWE), Women in Computer Science, Albright Entrepreneurs Village
- Honors/Awards: Dean's List, Principal's Merit List for Distinguished Students

# **SKILLS**

- Programming Languages: Java, HTML5, CSS, MySQL, Python, JavaScript (self-taught), PHP, React Native (self-taught)
- Professional Skills: Project Management, Team Leadership, Communication
- Software: Visual Studio Code, Figma, Canva, Git, Webflow
- Certifications: Web Development Bootcamp, Python Object Oriented Programming, Data Structures and Algorithms

# **WORK EXPERIENCE**

### **TrashNet**, WebApp Developer ℰ

May 2023 - August 2023

August 2022 - May 2026

- · Conceptualized and implemented a React Native dashboard that allowed for real-time tracking of user engagement metrics; used Figma to design prototype which increased user engagement by 15%
- Brainstormed 10+ design strategies to come up with most efficient design which boosted client growth by 25%
- Partnered with CEO of company to add 20+ features and improve functionality of dashboard

# **180 Degrees Consulting,** Business Consultant *⊗*

January 2023 - present

- Consulting at the world's largest consultancy for non-profits and social enterprises
- Collaborated with 4 other consultants to develop strategies to increase the organization's outreach and improve engagement on social media
- Conceptualized and developed 5+ educational content ideas and 10+ fundraising initiatives geared towards target audience
- Achieved \$1000+ dollars in donation, 2x increase in sponsorships and 1.5x increase in ticket sales

# NCSU Engineering Student Program, Assistant Coordinator

January 2023 - May 2023

- Led work that supports the Coordinator of Student Enhancement Programs
- Assisted with information processing, researching on the internet, creating packets for the PCard, and organizing events; increased program's growth by 15%



# **PROJECTS**

### **BetOnBetter**

November 2021 – March 2022

- Spearheaded a team of 5 to create a website called BetOnBetter that connects large events with excess food to charities for consumption.
- Architected a website that serves the dual purpose of minimizing food wastage and meeting the nutritional needs of poor children
- Tech Stack: HTML5, CSS, PHP, Python, MySQL.

# Email Administration Application (2023)

- Built an email administration application using Java for IT support that generates email ID and password based on employee's first name, last name and department
- Utilized concepts of Encapsulation, Constructors and Objects to build application

### Match Game (CSC 116 Course)

- Designed a match game with 2 levels using Java in which users can keep track of wins, losses, and matches
- Unified concepts of UML diagrams, objects, constructors and class inheritance to create game
- Wrote 20+ unit tests and system tests to test and validate code

# Patient Records Manager (CSC 116 Course)

- Created patient records program with 4 functions: lists, updates, adds and deleted patients according to user input
- Developed and executed a file input and output strategy to automate patient record updates, improving accuracy by 25%
- Implemented an extensive testing framework consisting of 30+ unit and system tests, significantly enhancing overall code reliability



# LEADERSHIP

# Harvard Youth Lead the Change, Team Leader

June 2020 – July 2020

- · Headed a 10-member team to design a social change project to increase menstrual hygiene awareness among women in rural India.
- Collaborated and worked with 5+ NGOs across the country to distribute sanitary pads and conduct classes in 3 villages.