

Nitin Nathan

US Citizen

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EDUCATION

University of Connecticut

Bachelor of Science in Computer Science

Storrs, CT

Jan. 2022 – May 2025

- Related Courses: Data Structures and Algorithms | Systems Programming | Software Engineering
- Honors: 3.87 GPA | Dean's list | New England Scholar

EXPERIENCE

InStep Intern

Infosys

May 2024 - July 2024

Hartford, CT

- Worked as a Business Analyst developing a solution to improve the Telehealth sector, identifying the current situation of the market
- Conducted comprehensive data analysis to identify key areas for enhancing Telehealth services using advanced technologies such as AI, cloud computing, and API integrations
- Worked as a team using software development methodologies like Agile and Scrum to work in a team with veteran mentors in the industry

Undergraduate Teaching Assistant

University of Connecticut

Sept. 2023 - Present

Storrs, CT

- Taught CSE 3100, Systems Programming in C, and CSE 2500, Discrete Math, for undergraduate students
- Conducted weekly lab sessions for over 20 students, helping them with programming assignments in C and offered problem-solving strategies
- Held regular office hours to provide one-on-one assistance to students, addressing their questions and concerns, and offering additional clarifications on course materials

Intern

Entrans Technologies

Sept. 2021 – December 2021

- Communicated with the project founder to create comprehensive documentation for the guardianship program eGuard
- Developed voiceover scripts for instructional videos, facilitating their integration into Help Scout
- Collaborated with the development team in coding and testing software components, ensuring functionality and reliability

PROJECTS

Full-Stack Student Administration Platform

- Made a dynamic web application for a class registration system, using VueJS for the frontend and AWS to facilitate the backend.
- Used API Gateway to create a Rest API that allowed users to add and remove classes for students to enroll in using DynamoDB.
- Used Amazon Simple Email Services to automatically send emails to students for advising appointments, using CloudTrail to monitor the costs for the amount of emails sent out.

Unity Games

- Developed a couple of video games using Unity's 2D engine, created scripts using Visual Studio and art with Paint3D
- Used various Unity classes to create games that seamlessly responded to player input and made them feel in control of their character
- Built games to run on both Windows and web browsers using WebGL

Skyblock Carpentry Calculator

- Made for Hypixel Skyblock, a customizable skill calculator that tells the user how many coins they need to reach Carpentry skill level 50
- Parsed data from multiple Skycrypt API endpoints for live in-game data, saving in-game coins spent by 20%
- Designed webpage to be user-friendly on multiple devices, allowing users to access anywhere

TECHNICAL SKILLS

Languages: Java, Python, C/C#, JavaScript, HTML/CSS

Frameworks: Bootstrap, Node.js, Flask, VueJS, AWS - Lambda, DynamoDB, API Gateway, S3

Technical Skills Tools: Git, Github, AWS, Unity, Docker

Certifications: AWS - Certified Developer Associate