MEGHA BINDIGANAVALE

meghab.prasad@gmail.com | mbindiga@stanford.edu | (408)-981-5640 | San Francisco, Bay Area
Portfolio: https://meghabprasad.github.io/new-portfolio/ | GitHub: meghabprasad | LinkedIn: megha-bindiganavale

Software Engineer with experience building medical software and eager to build impactful applications using full-stack technologies.

TECHNICAL SKILLS

Languages: JavaScript | CSS | HTML | Lua | MATLAB | C | Python | Swift | Unix/Linux
Applications: Bootstrap | Ajax | Node | MVC | Responsiveness | Express | SQL | Sequelize | MongoDB
Firebase | Git | Heroku | Axios | React | jQuery

EDUCATION

UC Berkeley | San Francisco, CA **March – August 2019**
- Full-Stack Software Engineering Program

UC Davis | Davis, CA **Sep 2015 – June 2018**
- Bachelor of Science, Neurobiology, Physiology, and Behavior **Magna Cum Laude, GPA 3.75**

PROFESSIONAL EXPERIENCE

Stanford School of Medicine | Programmer / Research Assistant | Palo Alto, CA **June 2018 – Present**
- Configured and validated the RETeval diagnostic device to retrieve pupil diameter measurements in addition to the currently recorded retinal responses.
- Used Lua for programming various flash protocols in the device. Utilized RFF extractor for data extraction and MATLAB/R for data cleansing and analysis. Segmented pupil images using MATLAB.
- Currently building an iOS mobile application using Swift and Zeiss One Plus VR Headset to measure eye misalignment in patients while integrating the iPhone accelerometer for identifying device motion.

Key Accomplishments
- Spearheaded clinical testing to implement developments to the pupillometer which proved to more cost-efficient, versatile, and eliminated need for operator expertise compared to the commercial devices.
- Presented research developments at national conferences and obtained manuscript co-authorship.

APPLICATIONS BUILT

PEAK | Github | Site | DevPost *Stanford Hackathon Winner* **February 2019 | 4-Person Team**
Virtual interview prep platform that boosts self-confidence through mock interviews presented using the Oculus Rift headset and immediate performance feedback on a web application
- Integrated API from Google Cloud Platform using Python to run Natural Language Processing analytics on user responses. Designed 100% of the virtual reality environment using Unity.
- Tech Used: Oculus Rift, Python, C#, Google Cloud Platform (NLP), APIs

Key Accomplishments
- Recognized as one of the 8 Overall Finalists and recipient of Disney Best Entertainment Hack at TreeHacks

GYMATE | Github | Site **July 2019 | 4-Person Team**
Full Stack Application that serves as a social media platform for gym-goers. Allows users to add routines to their profiles, add stats, and compete with randomly matched buddies.
- Integrated backend database (MySQL) to the frontend. Styled 50% of the frontend, implemented Okta OIDC authentication
- Tech Used: Okta, AWS S3 Buckets, HTML/CSS, JS, MySQL, Handlebars, Sequelize, Materialize

FRIDGE | Github | Site **July 2019 | 3-Person Team**
A full-stack MERN application that serves as a virtual fridge that can store ingredients, find recipes based on the ingredients in the fridge, and find nearby grocery stores to buy missing ingredients
- Integrated Google Maps API, set up database routing, styled 50% of the UI design, integrated Okta authentication
- Tech Used: React, Express, MongoDB, Node.js, Okta, Google Maps API, Spoonacular API, Okta HTML/CSS, JS, Material UI

JS NEWS SCRAPER | Github | Site **July 2019 | Solo Project**
Full Stack Application that allows users to scrape the ECHO JS website for latest news articles on JavaScript, save/unsave articles, and add/remove notes on each article.
- Architected, built, and styled the full-stack application. Integrated backend database (MongoDB) with the frontend (HTML/CSS/JS). Scraped website using Cheerio and Axios.