MELISHA SHAKYA

Software Engineer

CONTACT

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EDUCATION

B.S. in Computer Science
University at Buffalo
August 2019 - May 2023
Buffalo, NY
GPA: 3.65

Relevant Courses

Software Engineering
Data Structures
Discrete Structures
Algorithm Analysis and Design
Web Development
Applied HCI and Interface Design
Microprocessors
System Programming
Computer System Administration

SKILLS

Programming Languages:
Python, Java, JavaScript,
Scala, C, HTML, CSS, SASS,
ARM Assembly, OCaml
Database: MySQL, Mongo
Development Tools: Visual
Studio Code, GitHub, IntelliJ,
VMware, Figma
Frameworks: Flask, Bootstrap,
Docker
Libraries: NumPy, React,
Matplotlib, jQuery, Redux
Others: HTTP API, AJAX, pip,
npm, Linux, Web-Socket

CERTIFICATION

Front End Development Libraries
Responsive Web Design

OBJECTIVE

Highly-motivated software engineer passionate on building innovative software solutions. A team player with effective collaboration and problem solving skills as proven in completed projects. Seeking an opportunity to contribute my skills and expertise, and to help create innovative and impactful web experiences.

PROJECTS

Pulsar Produce Pong
Jan 2022-May 2022
- Developed and deployed an engaging cooking game web application with real-time user interaction through captivating pong gaming and messaging features
- Utilized Flask, Flask-sockets, MongoDB, AJAX, Python, JavaScript, HTML, and CSS in Visual Studio Code.
- **GitHub Link:** https://github.com/melishas19/Produce-Pong
- **Link:** https://producepong.com/

Study Seeker
Feb 2022-May 2022
- Implemented a student community platform web app fostering growth and academic success, enabling connections based on shared academic interests
- Organized objectives and issues using Zenhub and GitHub
- Utilized React and CSS in Visual Studio Code for an efficient, interactive, and visually appealing user experience.
- **GitHub Link:** https://github.com/CSE370HCI/commitment

GameHub
June 2023-Present
- Designed a front-end interactive and responsive web app providing entertaining game options for users.
- Optimized responsiveness in different platforms.
- Utilized React, jQuery, JavaScript, HTML, and CSS in Visual Studio Code.
- **GitHub Link:** https://github.com/melishas19/GameHub

WORK EXPERIENCE

Summer Undergraduate Research Assistant
University at Buffalo
May 2021-August 2021
- Research on facial expression recognition using ear canal transfer function.
- Collected information regarding machine reliability through deep learning and machine learning.

ACHIEVEMENTS

- Participated University at Buffalo Hackathon 2019.
- Achieved to be within top 10 in Coding Competition in 2018.
- University at Buffalo Dean's list for Fall 2019, Spring 2021, Fall 2021, Spring 2022, and Fall 2022.