

# Tanishq Nimale

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[Portfolio](#) | [Linkedin](#) | [Github](#) | [LeetCode](#)

## Education

**The University of Texas at Dallas**, Richardson, TX

Master of Science, Computer Science

Expected May 2026

**GPA - 4.0/4.0**

**Vishwakarma Institute of Information Technology**, Pune, India

Bachelor of Technology, Computer Engineering

July 2023

**GPA - 3.94/4**

## Technical Skills

**Programming Languages:** Java, Python, JavaScript, C#

**Data Engineering:** Apache Spark/PySpark, Kafka, SQL, ETL, Databricks Platform, Snowflake

**Full-Stack:** React, NodeJS, HTML, CSS, SpringBoot, Web Crawling

**Tools:** AWS(Amazon Web Services), Docker, Kubernetes, Git, Jenkins, Jira

## Professional Experience

**The Citco Group Limited**, Pune, India

April 2024 - July 2024

*Full Stack Junior Developer*

- Migrated multiple web pages from JavaScript to the React framework, integrating them with RESTful APIs in Java SpringBoot while optimizing backend SQL queries, enhancing response times by 20%.
- Collaborated with a team of Senior Developers to resolve bugs & features using Jira, Git and Agile methodologies.

**Integral Ad Science (Nasdaq: IAS)**, Pune, India

June 2023 - December 2023

*Associate Software Engineer*

- Developed features for Java and Python based Microservices applications hosted on AWS Kubernetes/EKS.
- Outlined Architecture and built an ETL streaming data pipeline using Pyspark, Kafka in Databricks that processed 5 billion records a month and reduced the duplicate data to 0.5% using watermarking and Time Travel in Spark.
- Migrated Regression tests for a major Java Application to a Dockerized environment while working with Tech-Lead to reduce the execution time of the tests by over 10 times using parallel Docker containerization.

**Integral Ad Science (Nasdaq: IAS)**, Pune, India

July 2022 - May 2023

*Software Engineering Intern*

- Designed and Developed an SDK for Unity3D C# and Unreal game engines that measure the viewability and fraud of the Advertisements in 3D Virtual Environments, 3D games and filed 4 patents for these algorithms.
- Engineered and Implemented a web crawling code/algorithm in Python that crawled 3.6 million apps on Play Store and App Store within 24 hours and updated the data every 12 hours, resulting in 50% faster runtimes.
- Led a global tech session on Spark streaming in Databricks, covering Streaming Aggregations, Pipeline Monitoring, and Delta Tables, as part of the first team to implement the new tech stack.

## Projects

**PlanetStat ([Link](#)) - Website to Display World Stats:** (Personal)

April 2024 - August 2024

- Developed a website with 800 web pages using React, HTML/CSS, Python and hosted on AWS Amplify.
- This website provides real-time GDP, Debt, Population and economic data of all the 197 countries worldwide.
- Website appears in the top Google search results with 500 daily impressions and 20 active daily users.

**FrozenSpider ([Link](#)) - A Python Library to implement Machine Learning Algorithms:** (Personal)

January 2022

- Built a Library in Python using numpy, Scipy, Scikit-learn, Matplotlib to implement visualizations of ML algorithms.
- It implements many Machine Learning algorithms like linear regression, logistic regression, k-means, SVM, NaiveBayes, KNN, neural networks and provides an easy way to visualize and infer the results using Matplotlib library.

## Patents

The following Patents were filed during my tenure at Integral Ad Science on December 6th, 2022 and March 15th 2023.

1. Methods Determining Viewability of Three Dimensional Digital Advertisements. (US-20240185287-A1) ([Link](#))
2. Methods for Determining Curved Advertisement Viewability in Virtual Environments. (US-20240185307-A1) ([Link](#))
3. Methods Determining Viewability of a Content in a Virtual Environment Having Particles. (US-20240185465-A1) ([Link](#))
4. Methods for Screening Users of a Virtual Environment. (US-20250045761-A1) ([Link](#))

## Awards & Honors

Jonsson School Graduate Scholarship (University of Texas, Dallas)

August 2024