Naman Shrimali

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EDUCATION

Master of Science in Computer Science Aug. 2021 – May 2023
North Carolina State University, Raleigh, NC

Bachelor's in Computer Science and Engineering Aug. 2015 – May 2019
Rajasthan Technical University, Kota, India

TECHNICAL SKILLS

Languages:	Java, JavaScript, TypeScript, Python, Ruby, C++
Frameworks:	Angular, React, Ruby on Rails, Node.js, Spring Boot, Spring Reactive, Hibernate, Log4j, Junit
Web Technologies:	HTML, CSS, HTTP, RESTful, OAuth2, Web Sockets
Databases:	MongoDB, Apache Cassandra, Redis, DB2, MySQL, HBASE (DB Management System)
Tools:	AWS, Azure, Heroku, Docker, Kubernetes, Jenkins, Git, Maven, NPM, Tomcat/Nginx

PROFESSIONAL EXPERIENCE

Undergraduate Research Assistant June 2020 – Present
Texas A&M University College Station, TX
- Developed a REST API using FastAPI and PostgreSQL to store data from learning management systems
- Developed a full-stack web application using Flask, React, PostgreSQL and Docker to analyze GitHub data
- Explored ways to visualize GitHub collaboration in a classroom setting

Information Technology Support Specialist Sep. 2018 – Present
Southwestern University Georgetown, TX
- Communicate with managers to set up campus computers used on campus
- Assess and troubleshoot computer problems brought by students, faculty and staff
- Maintain upkeep of computers, classroom equipment, and 200 printers across campus

Artificial Intelligence Research Assistant May 2019 – July 2019
Southwestern University Georgetown, TX
- Explored methods to generate video game dungeons based off of *The Legend of Zelda*
- Developed a game in Java to test the generated dungeons
- Contributed 50K+ lines of code to an established codebase via Git
- Conducted a human subject study to determine which video game dungeon generation technique is enjoyable
- Wrote an 8-page paper and gave multiple presentations on-campus
- Presented virtually to the World Conference on Computational Intelligence

PROJECTS

Gitlytics | *Python, Flask, React, PostgreSQL, Docker* June 2020 – Present
- Developed a full-stack web application using with Flask serving a REST API with React as the frontend
- Implemented GitHub OAuth to get data from user's repositories
- Visualized GitHub data to show collaboration
- Used Celery and Redis for asynchronous tasks

Simple Paintball | *Spigot API, Java, Maven, TravisCI, Git* May 2018 – May 2020
- Developed a Minecraft server plugin to entertain kids during free time for a previous job
- Published plugin to websites gaining 2K+ downloads and an average 4.5/5-star review
- Implemented continuous delivery using TravisCI to build the plugin upon new a release
- Collaborated with Minecraft server administrators to suggest features and get feedback about the plugin