Neeha Ravula

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EDUCATION

OCT 2020 - JUNE 2023

University of California, Santa Cruz

- Bachelor of Science, Computer Science
- Data Structures and Algorithms in C/C++, Principles of Computer Systems Design, Programming Abstractions in Python, Computational Models, Analysis of Algorithms, Intro to Natural Language Processing, UX for Interactive Media, Web Applications

JUN 2021 - AUG 2021

Palomar College

- Web Development and Design Foundations with HTML5/CSS3

EXPERIENCE

JUN 2023 - AUG 2023

Software Engineering Intern, Northwestern Mutual

- Worked on a scrum team within NM's Engineering Solutions Delivery division, responsible for modernizing the development and delivery of client communications and applications used by over 10,000 field representatives
- Developed and troubleshooted Javascript code for new and existing communications according to product requirements within a CI/CD environment; performed end-to-end testing using Postman API, AWS DynamoDB, and MySQL Workbench

APR 2023 - JUN 2023

Undergraduate Research Assistant, UCSC Tech4Good Lab

- Worked in a team to integrate Stackblitz WebContainer API into Tech4Good's Causeway app, an educational platform for web development tutorials
- Developed an interactive integrated development environment (IDE) with a functional terminal using Angular and the WebContainer API

SEPT 2022 - JUN 2023

Publicity Officer, Association of Computing Machinery for Women (ACM-W)

- Collaborated with a team of five to plan meetings, social events, fundraisers, and panels to foster a welcoming community for women in STEM on campus
- Managed social media accounts and design content with Canva to increase exposure

JUN 2022 - AUG 2022

Software Developer Intern, General Atomics Aeronautical Systems

- Designed and developed full-stack Python application that receives messages containing aircraft telemetry data of MQ-9 Reaper unmanned aerial vehicle (UAV) from AVSIM flight simulation software, parses it, and displays data fields on a GUI; used by ground station pilots and simulation developers
- Worked through Software Development Life Cycle (SDLC): designed GUI wireframes and mockups, implemented based on Interface Control Documentation (ICDs), tested my program with my own test client and AVSIM

PROJECTS

MARCH 2021

USC SOS Application, AthenaHacks Hackathon

- Worked in a team of four to create USC SOS, a calling service and mobile application that acts as a hub for emergency contacts at USC
- Developed back-end of calling service using the Twilio console studio program and implemented interactive touch and voice responses based on user input

SKILLS

- Python
- Web Development
- C/C++
- Object-Oriented Programming
- Javascript/Node.js
- Git