

Neeha Ravula

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EDUCATION

- 2020 - PRESENT **University of California, Santa Cruz**
- Bachelor of Science, Computer Science; expected completion June 2024
 - Awarded Dean's Honors across 3 quarters
 - Computational Models (current), Analysis of Algorithms, Principles of Computer Systems Design, Data Structures and Algorithms in C/C++, Computer Architecture (RISC-V), Programming Abstractions in Python
- SUMMER 2021 **Palomar College**
- Web Development and Design Foundations with HTML5/CSS3
- 2016 - 2020 **Del Norte High School**
- AP Calculus AB, AP Calculus BC, Intro to Computer Programming, AP Studio Art
 - Overall Academic GPA of 4.05

EXPERIENCE

- PRESENT **Publicity Officer, Association of Computing Machinery for Women (ACM-W)**
- Collaborate with a team of five to plan meetings, social events, fundraisers, and panels to foster a welcoming community for women in STEM on campus
 - Manage social media accounts and design content with Canva to increase exposure
- SUMMER 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 it 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
- SPRING 2022 **Discrete Mathematics Grader, UCSC Baskin Engineering**
- Reviewed and graded 280+ student submissions
 - Provided students with explanations on discrete math concepts for incorrect answers

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

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| • C/C++ | • Object-Oriented | • Git |
| • Python | • Programming | • vim |
| • HTML5/CSS3 | • Socket Programming | • Linux Environment |