

NEEHA RAVULA

Software Engineer | San Diego, CA 92127

(858) 353-4514

ravulaneeha@gmail.com

neeharavula.github.io

WORK EXPERIENCE

FEB 2024 – PRESENT

Poway, CA

Software Developer, General Atomics Aeronautical Systems

- Collaborate with a scrum team of 6 engineers and cross-functionally to develop ground station flight simulation software for customers including the US Army, US Air Force, and NASA
- Engage in Software Development Life Cycle (SDLC) to design and deliver solutions including autonomous EO/IR sensor control, client-server based Flight Control Software, and system integration tests
- Utilize Agile methodology to ship production-ready C++ code according to Interface Control Documentation (ICDs) within quick sprint timelines

JUN 2023 – AUG 2023

Milwaukee, WI

Software Engineer Intern, Northwestern Mutual

- Collaborated with a scrum team within NM's Engineering Solutions Delivery division, responsible for modernizing the development and delivery of client communications and solutions used by over 10,000 field representatives
- Developed and troubleshooted Javascript code for new and existing communications according to product requirements within microservice architectural system; performed end-to-end testing using Postman API, AWS DynamoDB, and MySQL Workbench

APR 2023 – JUN 2023

Santa Cruz, CA

Undergraduate Research Assistant, UCSC Tech4Good Lab

- Developed an interactive integrated development environment (IDE) with a functional terminal using Angular and Stackblitz WebContainer API for Tech4Good's Causeway, an educational platform for web development tutorials

JUN 2022 – AUG 2022

Poway, CA

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 from AVSIM flight simulation software, parses them, and displays data fields on a GUI; used by ground station pilots and simulation developers

EDUCATION

OCT 2020 – JUN 2023

Santa Cruz, CA

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

SKILLS

- Python, C, C++
- HTML, CSS, JavaScript
- Java

- Object-Oriented Programming
- Git, Jira, Visual Studio, Linux
- Figma, FigJam

INTERESTS

- Full Stack Development
- UI/UX Design
- Artificial Intelligence