NIA TALWALKAR

nia.talwalkar@mail.utoronto.ca | +1 (437) 987 1502 | https://www.linkedin.com/in/nia-talwalkar-151285204/

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EDUCATION

University of Toronto 2021 - 2026

- Bachelor of Applied Science and Engineering – Computer Engineering
  With intended minor in Engineering Business and Artificial Intelligence
- Relevant Coursework: Programming in C and C++, Intro to Databases, Algorithms and Data Structures, Operating Systems, Computer Networks, Probability, Engineering Economics, Intro to AI, Software Engineering

SKILLS

C, C++, Java, Python, SQL, MATLAB, Verilog, Version Control (Git), Object Oriented Programming, Excel, Power BI, Power Apps

WORK EXPERIENCE

Procter & Gamble | Software Engineer Intern | Toronto, Canada May 2024 – Apr 2025

- Automated data validation pipelines using **Databricks + Azure Data Factory**, replacing 200+ manual checks and enabling earlier defect detection in SIT/UAT and Production.
- Built **Power BI and Grafana dashboards** that empowered business users to self-validate 15+ KPIs daily and provided visibility into batch job performance, reducing downstream incidents.
- Led **cross-functional scrum sessions** for non-functional requirements and performance testing, ensuring timely delivery of compliance initiatives and enhancing application reliability.
- Developed a **Power Apps simulator** ($1.5M impact) and **Python-Selenium automation** (40+ hours saved).

Dekco.ai | Software Intern | Mumbai, India May 2022 – Aug 2022

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- Developed an automated testing system of the company website, using Protractor, an end-to- end testing framework for Angular and Angular JS applications.
- Detected and resolved 90% of software bugs, enhancing the overall software quality.

LEADERSHIP & PROJECTS

Sustainable Engineers Association (SEA) | VP Marketing | Toronto, Canada Sept 2023 – May 2024

- Spearheaded the development and implementation of comprehensive marketing strategies for all SEA initiatives, enhancing the visibility and impact of SEA within the community.

NeuroTechUofT | Design Project Team Lead | Toronto, Canada May 2023 – May 2024

- Lead a dynamic team of 15 in the creation of a Brain Computer Interface for the NeuroTechX competition.
- Utilized EEG and EOG technologies to measure concentration and detect microsleeps in drivers.

Bounzy Apr 2023 - May 2023

- Collaborated with a teammate to create a game, written in C that runs on the DE1-SOC board, which was inspired by the game 'Bounzy.' The game was designed keeping in mind Bounzy's gameplay mechanics which involve trying to eliminate enemies that appear from the top of the screen.
- Integrated hardware components, such as switches and pushbuttons, to control the game, resulting in smooth gameplay and captivating animations.

Geographic Information System (GIS) Jan 2023 - Apr 2023

- Worked in a team of 3 on a semester long project to create a geographical mapping application in C++.
- Utilized the StreetsDatabase API, OSMDatabase API and Git for seamless integration.
- Implemented Dijkstra's and A* algorithms to navigate through a city using optimal travel routes.
- Leveraged the C++ STL library to interface with Glade, EZGL and GTK libraries to create a unique and smooth graphical interface, improving user experience.