

NIDHI CHAUDHARI

✉ nidhinc2@illinois.edu [in](#) -linkedin [GitHub](#)

Education

University of Illinois at Urbana - Champaign, Illinois

Aug 2020 – May 2024

Bachelor of Science in Computer Science, Minor in Statistics

GPA: 3.62/4

James Scholar : Aug 2020 - Present

Dean's List : December 2021

Coursework: Communication Networks, Compilers and Programming Languages, Database Systems, Algorithms, Data Structures, System Programming, Computer Architecture, Probability and Statistics in Computer Science

Skills

Technical Skills: Python, C, C++, Java, JavaScript, SQL, MongoDB, Bash, React, Vue, Django, Flask, Node, AWS, GIT, Ocaml, YAML

Experience

Yahoo!

June 2023 – August 2023

Site Reliability Engineering Intern

Champaign, IL

- Reduced engineering toil, improved quality of service and saved the company more than fifty thousand dollars annually by automating the verification of server health and rotation management using Agile methodologies.
- Created a Slack Scraper bot in Python using the Conversations API to save messages from a slack channel into a text file.

Disruption Lab at UIUC

Jan 2023 – Present

Software Engineer

Champaign, IL

- Built Zero Knowledge proof-based asset verification circuit in Circom with a python interface for RSM.
- Created an anonymous voting platform using smart contracts and merkle trees to enhance quality of client services for RSM.

University Of Illinois

August 2022 – Present

Computer Architecture Course Assistant

Champaign, IL

- Conducted office hours to resolve any difficulties in class content, graded assignments, developed new content for the class and helped run in class assignments.
- Gained proficiency in digital logic design, machine-level programming (MIPS ISA), hardware primitives for parallelism and security

Mistral Solutions

June 2022 – August 2022

Software Engineering Intern

Bangalore, India

- Worked on porting of a Embedded software of a Satellite networking terminal to a new hardware platform based on ARM A53 and FPGA running Linux kernel 5.x
- Used PHP, JS, HTML, and CSS for the front-end and backend along with AT commands to communicate with the server.

Guest Research Group at UIUC

Oct 2021- April 2022

Full Stack Web Developer

Champaign, IL

- Developed the BioSTEAM web application which displays simulations of the biorefineries with a frontend interface in React, Vue and AWS Databases in the backend along with Lambda functions. REST API's are used to interface the two.

Projects

Why you should(n't) live in LA | *Python, Google Cloud SQL, Flask* [Git](#)

September – May 2023

- Developed a Flask-based website interface integrated with a Google Cloud Platform (GCP) database.
- Implemented basic CRUD operations along with advanced queries like triggers and stored procedures.

The Travelling Salesman(TSP) | *C++* [Git](#)

December 2021

- Attempted to solve the famous TSP Problem using Christofide's algorithm along with Hierholzer's, Kruskal's, Dijkstra's algorithm, and DFS.

Brick Breaker Game | *CMake, Cinder, Catch2 library* [Git](#)

May 2021

- Created a version of the famous brick breaker game in C++ with its own set of power ups and levels. Used Cinder for graphics, Catch2 for project testing, and CMake for managing the project files.

Extracurricular and Leadership

Women in computer science (WCS) Explorations Committee Member: Conducted Code Ada (WCS's fall hackathon), Dev Ada (WCS's annual project cycle), Technical workshops (workshops on Git, React), Worked on creating technical guides and manuals in web stack development, mobile development, git