Nikhil Dronamraju

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Full stack engineer with 2+ years of experience in a rapidly growing EdTech startup environment. Experienced with designing and developing Rails applications.

SKILLS:

Languages: Ruby, JavaScript (*ECMAScript/TypeScript),* Java, Python, Kotlin, VBA, C#

Frameworks: Ruby on Rails, React (Next.JS, Remix), React Native, Android, Sinatra, Jenkins, Docker

Databases: PostgreSQL, MongoDB, Redis, SQLite

Additional Tools: AWS, RabbitMQ

EDUCATION:

B.S. Industrial Engineering, Aug 2018 – Dec 2022

Texas A&M University | College Station, TX

National Merit Scholar, Presidents Endowed Scholar

B.S. Applied Computing, expected to graduate Dec. 2025 (Transferred from Texas A&M)

University of Arizona | Tucson, AZ

WORK EXPERIENCE:

Boddle Learning | Tulsa, OK | Software Engineer – Ruby on Rails | Jan, 2023 – Current

Description: Boddle is a Google/Apple-funded education technology startup providing a game for K-6 students to answer math/English questions. The platform provides an adaptive, personalized learning experience and has grown from 2.5 to 7 million users since 2023.

- Worked on Boddle's Learning Management System (LMS), a web application that allowed teachers to view and modify their students' educational data. It also served as an internal tool for the company to manage users, gather analytics data, and bulk generate in-game questions to match US state standards. (Rails, jQuery, Bootstrap)
- Made a text editor that let teachers create their own in-game questions/options, and use these questions as part of their students' gameplay. Questions were screened for inappropriate content with AI, provided video-based explanations/images, and supported LaTeX formatting. (CKEditor5, Webpack, WIRIS, OpenAI API)
- Created a live notifications system for 500K+ users that alerted teachers to students' in-game achievements. (RabbitMQ, Faye, and jQuery)
- Developed the company's in-game payment integration for 6M+ users by layering the Stripe Elements API over the web-based version of the game, then creating a Grape API that handled checkout sessions, product IDs, pricings, and discounts.
- Monitored for system performance and bugs using New Relic, and implemented optimizations on several pages that lowered the query count by approximately 80%. Also used RSpec and FactoryBot to create the company's first unit testing suite.

Texas A&M High Performance Research Computing (HPRC) | College Station, TX | Junior Developer **|** Feb 2022 – Nov 2022

Description: HPRC is one of Texas A&M University's research departments, focused on providing supercomputing resources, education, and support for other research departments.

- Developed a dashboard that monitored and alerted users to cluster utilization data. This was made using Python2 and Bash to gather a user's cluster usage, and Sinatra/jQuery/Bootstrap for building the dashboard
- Debugged issues with regards to SLURM job submission, and aided users in generating more feasible Batch files

PROJECTS:

ParlayMonkey   March 2024 – Current

- Actively developing a sports betting platform (TypeScript, Next.JS, tRPC, Prisma, Supabase, Jest)

PUBLICATIONS:

- **Cybersecurity and Data Science Curriculum for Secondary Student Computing Programs**
  - Co-author of paper submitted to **BPHE '22 annual research conference**