Nikita Dagar

+1(352) 502-9150 ndagar@ufl.edu nikitadagar.com 4000 SW 37th Blvd, Apt 236, Gainesville, FL

Education

Institution	Degree	GPA
University of Florida (Expected May 2016)	Master of Science (M.S.) in Computer Science	3.75/4.0
IIIT - Delhi (May 2013)	Bachelor of Technology (B.Tech) in Computer Science and Engineering	7.92/10

Experience

Software Engineer Intern, Royal Bank of Canada Innovation Lab; Orlando, Florida   May 2015-Present
- Shipped enrollment to online banking through mobile for RBC's customers in Canada
- Currently on the app store being used by **1 million** users in Canada.
- Designed the screens of Mobile Enrollment along with a design team.

Graduate Research Assistant, University of Florida; Gainesville, Florida   January 2015 - April 2015
- Developed a WPF application which recognizes body gestures like jumping jacks and waves
- Explored how to motivate children to be more active through video games, using full body gesture recognition with Microsoft Kinect.

Assistant Software Engineer, Digital Green; Delhi, India   June 2013 - July 2014
- Shipped an entirely new responsive design for COCO (Connect Online Connect Offline), an **open source** tool which helps Digital Green collect data of 250,000 farmers in conditions of intermittent internet connectivity.
- Shipped major design improvements for Digital Green's website for knowledge sharing.
- Designed and developed a tool for managing videos on Digital Green's website through which users can upload, edit and aggregate videos.

Software Engineer Intern, Health Information Systems Programme; Delhi, India   May - Jul 2012
- Developed a module using iReports which generates customized reports based on user needs from their data warehouse.

Technical Skills

Programming Languages	Java, JavaScript, Python, C#, Scala
Tools and Technologies	HTML+CSS, jQuery, Scrum, MySQL, AJAX, Git, GIMP, Android, Angular, Sketch (the app)
UX/UI Tools and Techniques	Responsive Design, Balsamiq, InVision, Frontend Frameworks like Twitter Bootstrap, Foundation & Pure. Personas, Storyboards, Focus Groups, Affinity Diagramming, Prototyping

Course Projects

Facebook API, Distributed Operating Systems
- A REST implementation of the Facebook API in Scala using Akka Actors.
- Developed a server that could accept multiple REST requests for various Facebook functions, and a client that would simulate a large user base, as Akka actors, each sending multiple requests to the server.

Stash, Software Engineering   Aug - Dec 2015
- Developing an Android application to help users manage their finances better by creating 'stashes' for things they want to save up for.
- Used Plaid API for banking data and Parse for the backend.

QuickSend, Human-Computer Interaction   Jan - April 2015
- Chrome extension to share web content with a single click through Facebook messages using Graph API. The extension is published on the **Chrome Web store** at http://goo.gl/6RVi68.

Grooveshark Chat, Interaction Design   Oct - Dec 2014
- Designed a chat application for Grooveshark which integrates with their current website to facilitate more social interaction between users. http://invis.io/7F1TR6QR9
- Chosen as one of the **top four** designs by Grooveshark.

Vulnerability Assessment of Facebook's Social CAPTCHA   2012
- Identified and analyzed shortcomings of Facebook's social captcha and suggested improvements to reduce vulnerability. http://goo.gl/na0jrJ