

Nilava Saha

Pflugerville, TX • 512-351-5143 • nilavasaha10@gmail.com
bit.ly/nilavawebsite • github.com/nilava1234 • linkedin.com/in/nilava-saha

Work Experience

UTeach Outreach

Content Management Intern

T.S. Painter Hall, 103 W 24th St, Austin, TX 78712 — (512)-471-4992

Sep 2024 – Apr 2025

- Collaborated with college students and assisted in teaching and developing lesson plans.
- Developed a website for internal use to reduce on-site confusion.

UTeach Outreach Summer Camps

Assistant Teacher / Mentor

T.S. Painter Hall, 103 W 24th St, Austin, TX 78712 — (512)-471-4992

Jun 2023 – Aug 2024

- Taught STEM concepts through hands-on experiments and interactive lessons.

Walmart Supercenter

Front-End Associate

1548 FM 685, Pflugerville, TX 78660 — (512)-252-0112

Jul 2021 – Sep 2023

- Provided leadership to a dynamic team of 8-12 front-end associates, offering guidance and support

Education

University of Texas at Austin

Austin, TX

B.S. Computer Science

Aug 2021 – May 2025

Relevant coursework: Data Structures, Operating Systems, Computer Architecture, Web Applications, Mobile Computing, Debugging, Energy Efficiency, Cloud Computing, Ethical Hacking, Algorithms

Projects

Discord Integration and Automation

Mar 2024 – Present

- Developed a custom bot utilizing multiple APIs for music streaming, search functionalities, and game server management, with a small deployment of 30 end-users.

Personal Website & UTeach Outreach Interactive Map

Sep 2024 – Present

- Procured an interactive map and a blog-style website using CSS, HTML, and JavaScript
- Organized and optimized databases for ease of use and scalability in future expansions

Cloud Deployment and Infrastructure Management

Sep 2024 – Present

- Deployed and hosted a website using Google Cloud Console with CI/CD pipelines managed through Jenkins, Kubernetes, and Git.
- Utilized AWS services for database management and scalable information storage.

Godot + Unity Game Development

Aug 2023 – Dec 2024

- Modified the open-source Godot engine to implement custom engine elements
- Created a framework game using VR technologies developed in Unity

Virtual Mouse

Oct 2023

- Acquired proficiency in Google's Mediapipe framework and their TensorFlow implementation
- Utilized Computer Vision and Multi-Threading to implement a virtual mouse for Windows seamlessly

PintOS

Jan 2023 – May 2023

- Expanded memory management to include virtual memory and page faulting
- Converted a single-threaded file system into a multi-threaded, multi-level index.

Skills

Languages: Java, C, HTML, Python, JavaScript

Framework: Flask, Node.js, Google Console

Development: Git, Firestore, Kubernetes, AWS