

Nilava Saha

United States Citizen • Pflugerville, TX • 512-351-5143 • nilavasaha10@gmail.com
nilavawebsite.duckdns.org • github.com/nilava1234 • linkedin.com/in/nilava-saha/

Work Experience

UTeach Outreach, College of Natural Sciences

Content Intern / Developer

Austin, TX — (512)-471-4992

Sep 2024 – Apr 2025

- Collaborated with college students and assisted in teaching and developing lesson plans.
- Developed a website using HTML, CSS, and JS to prevent confusion while students are in the field.

UTeach Outreach Summer Camps

Assistant Teacher / Mentor

Austin, TX — (512)-471-4992

Jun 2023 – Aug 2024

- Taught Python and other STEM concepts through interactive hands-on lessons.

Walmart Supercenter

Front-End Associate

Pflugerville, TX — (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

Aug 2021 – May 2025

B.S. Computer Science

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, in Python, utilizing multiple APIs for music streaming, search functionalities, and game server management, with a small deployment servicing 50 end-users.

Personal and Professional Webpage Development

Sep 2024 – Present

- Developed web pages using HTML, CSS, and JS to display personal merits
- Deployed a web page serving approximately 40 users per college semester.

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 in Python

PintOS

Jan 2023 – May 2023

- Expanded a rudimentary operating system in C by adding memory management which includes virtual memory and page faulting. Converting a single-threaded file system into a multi-threaded, multi-level index. In addition to optimizing scheduling

Skills

Languages: C, Python, Java, JavaScript, HTML, CSS, ACL2, Lisp, Kotlin

Framework Flask, Google Firestore, NodeJS, Kubernetes

Development: Git, Google Console, Kubernetes, AWS