Nilava Saha

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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

Work Experience

UTeach Outreach, College of Natural Sciences — *Content Intern / Developer*
Austin, TX — (512)-471-4992 — Sep 2024 – Apr 2025
- Developed a mapping software using HTML, CSS, and JS, servicing 40 students per semester.
- Collaborated with college students and assisted in teaching and developing lesson plans.

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

Projects

Custom Discord Assistant Bot—*VS Code, Git, Python*
- Developed a personal assistant, in Python, utilizing multiple RESTful APIs such as spotipy and scryfall for music streaming and search functionalities.
- Scripted and used CLI modules to handle server management that deploys and takes down services as needed based on demand. With a small deployment servicing 50 end-users.

Webpage Development—*VS Code, Git, DuckDNS, HTML, CSS, JS, Latex*
- Utilized apps such as Figma, Penpot, and Canva to develop a simplistic front-end design.
- Deployed an online portfolio using HTML, CSS, and JS that displays personal achievements and career history.

Cloud Design and Deployment—*VS Code, Bitbucket, Python, Kubernetes, Jenkins, WSL, Docker*
- Developed and deployed a containerized Python web app using Docker, Kubernetes, and Helm that utilizes REST dynamic endpoints to create a scalable cloud-native architecture
- Utilized CI/CD workflow by using Docker images and updating via Kubectl and Helm

Godot + Unity Game Development—*VS Code, Github, C++, Open-Source*
- Customized the open-source Godot engine by modifying core C++ modules to support tailored rendering and input features

Virtual Mouse—*VS Code, Github, Python. Mediapipe, Tensorflow*
- Developed a virtual mouse for Windows in Python using Google's Mediapipe and TensorFlow, leveraging computer vision and multithreading for seamless performance.

Skills

Languages: English(Native), Bangla(Native)
Applications Office 365, Autodesk Family, Penpot, Canva, DaVinchi Resolve, Adobe Photoshop
Programming: C, Python, Java, JavaScript, HTML, CSS, ACL2, Lisp, Kotlin, Git, Kubernetes, AWS