

Nilava Saha

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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 an internal-use website to streamline operations and reduce on-site confusion, serving approximately 40 users each semester.

UTeach Outreach Summer Camps

Assistant Teacher / Mentor

Austin, TX — (512)-471-4992

Jun 2023 – Aug 2024

- Taught STEM concepts through hands-on experiments and interactive 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 utilizing multiple APIs for music streaming, search functionalities, and game server management, with a small deployment servicing 50 end-users.

Personal Website & UTeach Outreach Map

Sep 2024 – Present

- Published web pages using GitHub, AWS, and Google Cloud services
- 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