

# NISCHAY NEGI

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## EDUCATION

### University of California, Irvine, CA

Sept 2015 - June 2019

*Bachelor of Science in Computer Science and Engineering | Henry Samueli School Of Engineering GPA 3.4*

**Selected Coursework:** Object-Oriented Design, Embedded Software, Data Structures & Algorithms, Operating Systems, Digital Signal Processing, Network Analysis, Compilers

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## SKILLS

**Languages:** C++, Ruby, Java, Python, Ruby on Rails, HTML, System Verilog

**Technologies/Environment:** Mac OS, Windows, Linux, MySQL, MATLAB, Vim

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## EXPERIENCE

### Software Engineer, Intern | Tapjoy Inc | San Francisco, California

*Core Engineering Team*

July 2018 - Sept 2018

- Worked as a member of the engineering team to create an **API** used by mobile game developers to serve advertisements using VAST.
- Implemented Video Ad Service Template (VAST) for the partners, to switch from SDK to API to regulate video ads on their platform.
- Wrote twenty unique unit tests for the new VAST API to ensure its end to end functionality.
- Built a new video content card on Tapjoy's customer Web User Interface to provide the final step in delivering the product.

*BizOps Team*

June 2017 - Sept 2017

- Built database and workflow tools for the business operations team.
- Used **Ruby** and **MySQL** to create a bulk uploading tool, removing the need to manually update about 150 records a day.
- Worked with operations to reduce the friction on a common data modification task, by creating a custom view with **HAML** and **Javascript**.
- Handled **database schema** migration and **ETL** process for the employee database, ensuring it reflected the management hierarchy.

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## PROJECTS

### ThirdEye | Gesture Controlled Drone | [Demo](#)

Sept 2018 - March 2019

*OpenCV, Python, CoDrone*

- Senior Design Project that used an open source computer vision algorithm with gesture recognition to control a drone in a hands free setting.
- Built safety features and a keyboard controller for when the drone can not detect gestures.

### RISC-V Processor | Single/Multi Cycle Processor

*SystemVerilog*

Jan 2018 - March 2018

- Quarter long coursework for designing and programming a Single Cycle Processor to implement basic instructions.
- Built a Multi Cycle Processor based on the Single Cycle Processor using pipelining methods.

### Othello | Strategy Board Game

*C++, Python*

April 2016 - June 2016

- Designed Othello board game Artificial Intelligence and GUI for intraclass competition. AI was within top 50 out of three-hundred students.
- Applied efficient data structures and search algorithms to improve the performance of the AI, including DFS and k-ary trees.

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## EXTRA CURRICULAR

### Sigma Phi Epsilon | University of California, Irvine

*Alumni Chair*

Jan 2018 - Jan 2019

- Co-organized Annual Alumni Ball which was attended by 20 alumnus to raise money for the HeForShe charity.
- Spearheaded quarterly events to maintain valuable Alumni relations.

### Delhi Public School, Dwarka, India

*High School Diploma, 2015*

- Awarded Certificate of Academic Excellence for 6 consecutive years (2007-2013)

### Personal

- Played Midfield for University of California, Irvine Club Soccer Team and participated in different inter school competitions.