NISHANT BALAJI

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EDUCATION

University of California San Diego

3.74 GPA

B.S. Computer Engineering M.S. Computer Engineering Oct 2020 - Jun 2024

Sept 2024 - Jun 2025

WORK EXPERIENCE

Roblox Jun 2023 - Sep 2023

Software Engineering Intern

San Mateo, CA

- Created OpenCloud APIs for access to Roblox's Memory Stores API outside the Roblox Studio platform, using C# and Lua.
- Worked in a cross-team environment to make product decisions about the APIs, affecting over 10,000 developers.
- Improved Open Cloud processes and standards at Roblox, streamlining the pipeline for future APIs.

NVIDIA Mar 2023 - Jun 2023

Software Engineering Intern

Santa Clara, CA

- Worked on the Hardware Infrastructure Group in the Security Team as a Software Engineering Intern.
- Implemented OpenTelemetry Instrumentation into NVIDIA's Security Auditing Platform
- Used Django, Grafana, and Open Telemetry to improve to provide crucial insights to the platform's status.
- Created dashboard that collected valuable metrics and other information to streamline and improve development experience.

UCSD CSE Department Jan 2023 - Mar 2023

Tutor

La Jolla, CA

- Taught Programming Tools & Techniques to 650+ students
- Led weekly lab sections of 100+ students in learning and assisting with questions.

NVIDIA Jun 2022 - Sep 2022

Software Engineering Intern

Santa Clara, CA

- Working on the Hardware Infrastructure Group in the Test Automation Team as a Software Engineering Intern.
- Using React, Fast API, and Redis to develop a web interface for hardware architects to view tests running on the layers of hardware.
- Implemented websockets to live update data throughout the platform, providing users a real-time view of their running test batches.
- Creating continuous integration pipelines to effectively test and deploy code using Docker and Kubernetes.

NASA Goddard Space Flight Center

Aug 2021 - Dec 2021

Software Engineering / Machine Learning Intern

Greenbelt, MD

- Worked with the Earth Observation System Data and Information System team on usage-based data discovery.
- Developed automated Natural Language Processing tools to identify and classify external usage of Earth Observation data.
- Created pipelines to streamline classification of 6000+ articles by topic.

LEADERSHIP EXPERIENCE

Association for Computing Machinery (ACM) at UCSD

May 2021 - Present

President

- Coordinated event logistics for 230+ yearly workshops and social events held within ACM communities, reaching 2000+ students.
- Managed a team of 95+ and collaborated in planning and creating technical workshops, projects, and social events for ACM members.
- Fostered the development of ACM's outreach program that exposed computer science to hundreds of underrepresented students.

PROJECTS

Triton Software Engineering at UCSD

Nov 2021 - Jun 2023

Full Stack Developer

La Jolla, CA

Worked with Next.js and PostgreSQL to create a website for the non-profit organization League of Amazing Programmers

Engineers for Exploration: Acoustic Species Identification Project

Feb 2021 - Aug 2021

Software Engineer

La Jolla, CA

- Collaborated with conservation researchers at the San Diego Zoo to develop automated pipelines to identify species vocalizations.
- Used React, Flask and Docker in developing the Audio Labeling System to process and visualize over 1500 hours of audio data.

SKILLS

Languages Java, Python, JavaScript, Typescript, C, C++, C#, Go, Rust, Bash, ARM Assembly, HTML, CSS, MATLAB

Technologies React, REST APIs, Node.js, Flask, FastAPI, Redis, PostgreSQL, Next.js, Figma, MongoDB, Express, Git, JUnit, .NET, Make

Software AWS, Google Cloud Platform, Github Actions, Docker, Heroku, Netlify, Valgrind, Postman, PSpice, LTSpice