

Neha Nayak



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SKILLS

Languages: Java, Python, C, C++

Web Technologies: ReactJS, CSS, HTML, JavaScript, WordPress

Tools and Frameworks: Spring, Spring Boot, Apache Kafka, MySQL, Docker, MongoDB, Git, JIRA, JUnit, JMeter, Maven, SonarQube, Travis CI, Kubernetes, Bamboo, Mockito, Apache Cordova

Other: Data Structures and Algorithms, Full Stack Web Development, Software Testing, Android Application, Website Development, Systems and Protocol Security, Software development life cycle, Agile Scrum methodology

EDUCATION

Master of Science in Computer Science

Luddy School of Informatics, Computing and Engineering, Indiana University (GPA: 3.8)

August 2019 – December 2020

Bachelor of Engineering in Information Technology

Atharva College of Engineering (ACE), Affiliated to Mumbai University

July 2015 – May 2019

LEADERSHIP

Student Ambassador- IU Luddy School of Informatics, Computing and Engineering

- Mentoring and guiding freshmen
- Analyzing effectiveness of the different marketing strategies to drive enrollment
- Communicating with prospective students and encouraging them to join Indiana University

Publicity head – Rhythm Ember a techno-cultural festival of Atharva College of Engineering

- Managed a team of 20 members
- Successfully collected INR 80,000 as sponsorship from companies to organize the annual event

EXPERIENCE

Engineering Summer Analyst

Goldman Sachs | July 2020 – August 2020

- Automated the deployment of a microservice to multiple hosts across different realms to reduce 8 hours of manual effort per week using Spring
- Ensured zero downtime to deploy version changes by gracefully handling deployment errors

Database Developer Intern

Bloom Insurance Agency | May 2020 – July 2020

- Developed the database for the website of a health insurance company to optimize the process of exploring and signing up for health plans (<https://wellcare.isf.io/2020>)
- Added new features to other websites by updating the backend using TSQL scripts

Associate Instructor

IU Luddy School of Informatics, Computing and Engineering | August 2019 – May 2020

- Mentored 25 students for developing an end to end web development project individually
- Helped improve the grade of 4 students from B- before the midterm to A after the midterm, by providing consistent feedback and guidance

Website Developer Intern

Befuse | June 2018 - August 2018

- Established online presence of the company by designing and developing a website
- Increased the reach from regional to a national level resulting in a 20% increase in the revenue

PROJECTS

Radar Data Visualization | January 2020– May 2020

(Java- Spring Boot, ReactJS, Python, MongoDB, Kafka, Docker, JMeter, Travis CI, Kubernetes)

- Developed a web application that enables users to visualize the precipitation and atmospheric movement using NEXRAD datasets
- Implemented a distributed systems architecture which included multiple microservices like Data Retrieval, Data Modelling, User Management and so on with Kafka as the message broker and containerization using Docker
- Created a Kubernetes cluster with a master node and worker nodes and deployed micro-services on worker pods. Also built the CI/CD pipeline using TravisCI. Testing using JMeter

Airport Management System | April 2020 – May 2020

(MySQL)

- Designed a database system that provides a holistic view of employees, passengers, and the incoming and outgoing flights for 15 international airports around the world

City Scanner | November 2019– December 2019

(Java- Spring Boot, ReactJS, MySQL, REST APIs, CSS, Bootstrap)

- Worked with a client in a team of 4 to develop a web application using Agile methodology to help the millions of students worldwide who move away from home for their education

Game Maker | August 2019– October 2019

(JavaFx, Swing, Jira, JUnit, Mockito, SonarQube, Maven, log4j, Bamboo)

- Developed a game maker by implementing the Command and Strategy design patterns
- Enabled users to create multi-level games such as Pacman, Atari Breakout, Space Invader, etc. by dragging and dropping objects in the UI
- Performed unit testing using JUnit and achieved 45% code coverage