

Nikhil Thota

Developer // Engineer

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EXPERIENCE

Facebook

Software Engineer Intern

Fall 2018

Seattle, WA

Realtime Rageshake [Java, Android, C++]

- Messenger RTC Media with scale of ~1 billion minutes of video calling daily
- Building a tool exposed in a real-time video call that allows the user to report bugs through an icon that saves state and show a form with prompts/screenshots at the end of the call to enter details.

Indiegogo

Kleiner Perkins Engineering Fellow // Software Engineer Intern

Summer 2018

San Francisco, CA

Pre Launch Pages [Angular.js, Vue.js, Ruby on Rails, D3.js]

- Created features on pre-launch page of campaigns such as data analytics tables, email sign-ups, and surveys
- Transition certain larger components such as site header to Vue.js from older angular code

Revamped Referral Tool [Vue.js, Ruby on Rails, Redshift, Redis]

- Revamped the referral tool for entrepreneurs to give more insights into referral programs and also provide easier generation of referral programs with a custom modal
- 20% *gogofactor* - around 20% of repeat campaign purchases are run through the referral tool

Kleiner Perkins

- Chosen as one of 52 engineering fellows from 3000+ applicants for Kleiner Perkins's fellows program

Drawbridge

Data Engineer Intern

Summer 2017

San Francisco, CA

Click Fraud Prevention [Java, Hadoop, Hive, Python]

- Built a system to blacklist IP addresses over a certain threshold of click-through rate to prevent fraud within the ads platform equaling around \$20,000 per month

Data Pipeline [Java, Hadoop, Pig, Python]

- Created python script to aggregate log files for the ML models to be sent out daily
- Added some new attributes to the data being aggregate to improve granularity of ML models & graph

University of Florida

Teaching Assistant

Fall 2016 & Spring 2017

Gainesville, FL

COP3530 [C++]

- Served as a TA for the core undergrad CS course at UF, Data Structures and Algorithms
- Led discussion classes, held office hours, proctored/graded exams, and created homework assignments

CodePath iOS Bootcamp [Swift]

- Ran 2 hour classes twice a week with 26 students and taught basic iOS concepts while running through CodePath tutorials to learn iOS, find bugs, and provide feedback to CodePath founders for maximal experience

PROJECTS

AVIAN, Java & Android Developer

Awarded NSF Grant

- Built multithreaded JavaFX GUI application client to connect to a radio receiver with a UDP connection and interact with 10 traffic light controller + autonomous car rigs
- Multidisciplinary project through UF Cimar Lab with the purpose of optimizing traffic for autonomous vehicles through machine learning

SwampHacks, Director of Technology

SwampHacks 2017

- Managed team of 4 developers for UF's hackathon to build the website (JS), mobile apps (iOS & Android), backend (Firebase), slackbot (Python), demoing and judging (standalone webapps)
- Constructed scalable login for 500 hackers, QR scanner, calendar, announcements & push notifications

EDUCATION

University of Florida, Gainesville FL

Computer Science & Music Performance

Graduation May 2019

GPA 3.77

Universidad Carlos III, Madrid Spain

Computer Science // Engineering

Exchange Program Spring 2018

Coursework

Data Structures & Algorithms
Networking Fundamentals
Databases
Design Patterns
Operating Systems
Analysis of Algorithms
UI/UX Design

TECHNICAL SKILLS

Java

Android

Javascript, Vue.js

iOS // Swift

Hadoop, Hive, Pig, Oozie

SQL

AWARDS

Anderson Scholar: University of Florida

highest honor

CISE & Engineering Scholarship Recipient

Gainesville Startup Weekend 2016 Winner

awarded to IndeaVR

Best hack using emerging technology (IoT)

awarded to Flushless at HackIllinois 2016

Best iOS application

awarded to Vente for CodePath UF 2017

ETC.

Tuna Pasta

podcast co-creator

ScreenTime

CEO & co-founder

Gator Salsa Club

University Orchestra

bassoon player

Association of Computer Engineers

project manager & founding member