Neeharika Vogety

Bay Area, CA
nvogety.github.io

EDUCATION

Carnegie Mellon University (Pittsburgh, PA)
BS. In Electrical and Computer Engineering 2018-2022

- GPA: 3.75 / 4.0
- Relevant Coursework: *Principles of Imperative Computation* (15-122), *Introduction to Computer Systems* (15-213), *Physical Computing* (60-223), *Introduction to Computer Security* (18-330), *Structure and Design of Digital Systems* (18-240), *Distributed Systems* (15-440), *Introduction to Machine Learning* (10-301)

EMPLOYMENT

Software Engineering Intern - Niantic, Inc. MAY-AUGUST 2020

- Worked with Pokémon Go's Client Engineering team to develop new gameplay features in a large-scale, object oriented project in Unity using C# scripts
- Developed and delivered key features to help a company-wide goal of mapping the world for AR technology, as well as a new evolution quest system to increase in-app player engagement
- Incorporated numerous design patterns such as object pooling, subject-observer event handling, and state machines
- Development done with Agile principles such as participating in sprints, organizing with Kanban boards, writing test plans, and using Git for source code management and continuous integration

Software Engineering Intern - Platina Systems JUNE-AUGUST 2019

- Built an end-to-end support tool that collects and displays data from customer's machines
- Used Python to collect crucial information and store in Amazon S3, Ansible to efficiently automate and scale the collection process, and GoLang to spin up a web server that concurrently processes and beautifully displays data in the browser

PROJECTS

Active Alarm 2019

- An alarm clock that turns off in response to scanning certain location tags, core components include RFID sensor/tags and an Arduino, built in *Physical Computing* (60-223)

Amazon Echo Controlled Door-Intercom System 2017

- A functioning door-intercom system built with a Raspberry Pi, Particle Photon IoT Micro-controller, external speakers, microphone, and an Amazon Alexa
- Written in Javascript (Node.js as backend) with AWS Lambda, IoT, DynamoDB, Alexa Skill Kit, and IBM Watson

RESEARCH EXPERIENCE

Social Media and Sentiment Analysis Research Project JUNE-AUGUST 2017
With Professor Eric Friedman of UC Berkeley

- Evaluated how conversations discussing controversial topics on Twitter converged to a few opinions using network theory and natural language processing
- Tools: Python's Natural Language Toolkit, Sentiment Analysis Libraries, Twitter API

SKILLS

HTML, CSS, JS, NODE.JS, MONGODB, REACT
UNITY, C#
PYTHON, GO, JAVA, C
ANSIBLE, LINUX/UNIX, AWS
GIT, DATA STRUCTURES
ARDUINO/RASPBERRY PI

ACTIVITIES

TEDxCMU Head of Innovation (2020), Innovation Board Member (2019) SINCE 2019

- Design and build useful internal tools for the TEDxCMU team and spearhead year-long creative projects for audience engagement on the day of the main event
- Past projects: Programmable giant LED matrix
- Curate local talent and innovators in Pittsburgh for the annual Innovation Expo