

# ONIK SISODIYA

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## Education

**Bachelor of Science** University of Nebraska-Lincoln *Lincoln, NE, USA* **01/2021 - Present**

- Major in **Software Engineering**
- **Global Excellence Scholarship**
- **Dean's List**, College of Engineering
- **Programming Concepts**: AGILE Methodologies, Object-Oriented Programming (OOP), Test-Driven Development (TDD), Model-View-Controller (MVC), Formal Verification, Data Structures and Algorithms, Requirements Engineering, etc.

## Skills

- Java | JavaScript | Python | C | Kotlin | MariaDB | Node | React | Redux | NoSQL | Git | MySQL
- Azure | CI/CD | Jest | unittest | doctest | OOP | MVC | ADT | AGILE | Frontend | Backend

## Experience

**Software Developer Intern** Nightfox Audio, Inc. *Lincoln, NE, USA* **04/2023 - Present**

- Developed and enhanced 6 virtual instruments using HISE Audio, JavaScript, XML, JUCE, and APIs
- Collaborated closely with stakeholders and the development team to gather product requirements and prioritize development activity.
- Optimized the logical scripts by refactoring existing code to reduce delays in audio processing and enhance maintainability

**Technical Skills**: JavaScript, HISE Audio, XML, JUCE, JSON, Azure

**IT Assistant** ITS Huskertech *Lincoln, NE, USA* **12/2021 - 05/2023**

- Created and updated tickets using SailPoint.
- Utilized DUO administrator for password reset and account access.
- Assisted clients with hardware and software support.

**Learning/ Teaching Assistant** College of Engineering, UNL *Lincoln, NE, USA* **08/2022 - 05/2023**

- Assisted students in an Object-Oriented-Programming and an advanced data structure class to help teach 40+ students **Java and Python**
- Facilitated learning by helping students write algorithms, test, debug, and maintain software engineering principles.
- Provided one-on-one office hour sessions to students with labs, team projects, and programming concepts.

**Technical Skills**: Java, Python, SQL, SQLAlchemy, ADT, Event-Driven Programming, ORM, JSON, Kivy

## Projects

*Open-Source Contribution for Pitivi Video Editor* **02/2023 - 05/2023**

- Enhanced Pitivi by developing functionality to reset aspect ratios and looping clip.
- Developed features using Python, GTK, and GStreamer Pipeline within an MVP Architecture, aligning with Gnome standards.
- Ensured feature reliability through automated unit and integration testing.
- Managed project tasks and monitored progress using Taiga, actively participating in Agile practices and meetings.

**Technical Skills**: Python, Linux, GStreamer, GTK, XML, JSON, Travis CI, Git

*Team Project on Travel Planner App* **04/2022 - 05/2022**

- Developed an app that allows users to coordinate flights, events, and restaurants.
- Used GitHub, Python, SQL, and Kivy to create a three-tiered architecture that consisted of a graphical user interface (GUI), logic, and combined networking database.
- Designed High-Test Oracles for in-memory database testing and performed Human performance testing.

**Technical Skills**: Python, Kivy, SQL Toolkit, SQLAlchemy, JSON, unittest, Git

*Team Project on Burn Determination App* **11/2021 - 12/2021**

- Developed an app that takes in parameters of a potential controlled burn and determines if the said plan should be approved.
- Utilized Java, Gitlab, and OPEN Weather API calls to create an app with a command-line interface and logic.
- Created Test Suites and Unit Tests with JUnit.

**Technical Skills**: Java, JSON, OPEN Weather, JUnit, JSON, Git