

Pratik Pande

EDUCATION

University of Nebraska

Bachelor of Engineering- Computer Science

Expected Graduation: May 2024

Minors: Mathematics, Business Administration

- GPA: 3.7
- Regents Scholarship Recipient (offered to top 5% of undergraduate class of 2020); Deans List
- Coursework: Software Engineering, Data Structures and Algorithms, Algorithm Design, Computer Science I & II (OOP), Systems Engineering (C/Assembly), Discrete Structures, Linear Algebra, Calculus I & II, UI/UX
- Senior Leader for Learning Assistant Program (School of Computing Teaching Assistants)

WORK AND LEADERSHIP EXPERIENCE

Senior Design Project

University of Nebraska School of Computing (OrderEz Sponsor Project)

January 2023 – Current

- Implement product reports page by leveraging VueJS and NestJS to generate a dynamic, database-backed table system with filters and analytics
- Communicate with international project sponsors to develop an API using the NestJS framework to implement invoice processing workflow and store B2B data
- Utilize the Jest testing framework to validate program functionality by creating unit tests for each component, such as JSON parsing and endpoint data reception, all while following Agile development practice

Senior Leader

Part-Time, University of Nebraska School of Computing

August 2023 – Current

- Coordinate with four other Senior Leaders to ensure the stability and efficiency of the entirety of the Learning Assistant Program at the UNL School of Computing by holding meetings, conducting performance evaluations, analyzing program statistics/data, and actively assessing feedback
- Manage logistical operations for 40+ Teaching Assistants across six different courses by coordinating with course professors, seeking student feedback, providing information, and acting as the main pipeline for communication between the program and its members

Software Engineering Intern

Full-Time, Bosch Security Systems

May 2023 – August 2023

- Leveraged knowledge of ASP.NET MVC (C#) architecture and contributed to the development of a radio-dispatch management web-application by implementing a firmware update feature for devices such as IP-224s & ADHB-4s, resulting in seamless remote-updates in an efficient manner
- Ensured reliability through conducting extensive manual testing and performing quality assurance to ensure the stability and reliability of all implemented code and created comprehensive documentation, enhancing user data protection and system integrity
- Helped document and identify security vulnerabilities in mobile-radio application and upon updating the software and performed rigorous testing to verify its integrity

SKILLS

Programming Languages: JavaScript (Bootstrap, NestJS, VueJS), TypeScript, Python, C# (ASP.NET MVC), Java, C/C++, UNIX, SQL

Additional Skills: GitHub, Microsoft Azure, Agile Methodology, Data Structures, Logical Thinking, Algorithm Analysis, Debugging, Problem-Solving, Management, Teamwork, Detail-Oriented, Organization, Communication, Technical Writing

Other: Figma, Firebase, Microsoft Office, Linux, IDE's, Docker, Software Models, UI/UX Practices, Dependency Management, Accessibility, API, Photoshop

PROJECTS

- Collaborated with another student to represent a computer store model in Java, by leveraging functionality to handle transactions, manage inventory, and support a SQL server database connection while maintaining a professional design document over the course of a 7-phase, 12-week project
- Developed an interactive currency conversion program in Java utilizing a dual-API connection to retrieve daily updated exchange rates of over 100 global currencies, and by applying SOLID principles
- Created a GUI based 2-Player Ping-Pong game in Python and handling keyboard inputs, events, and interface display