

# Prachee Nanda

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📁 prachee-n16/portfolio

in /in/pracheenanda/

🔗 /prachee-n16/

## 🎓 EDUCATION

### Bachelor of Applied Science in Computer Engineering,

University of Waterloo

Sep 2021 – Present

- Junior Full Stack Developer @UW Entrepreneurship Society
- Treasurer and General Executive @UW Capture the Flag
- First-Year Computer Engineering Academic Representative

## 🧠 SKILLS

### Languages

HTML/CSS, JavaScript, PHP, Python, Java, SQL, C/C++, Maple

### Frameworks/Libraries

React.JS, React Routers, Jest, NodeJS, ExpressJS, MongoDB, Axios, Bootstrap, Figma, Material-UI, jQuery

### Tools

Git, Github, Firebase, Heroku, Netlify, Postman, Figma, VS Code, JIRA, Confluence

## 🏆 ACCOMPLISHMENTS

**2nd Place Overall in HackTheValley VII, UFT Hackathon 2022**

**3rd Place in Programming Category, Waterloo Engineering Competition 2021**

**Best AR/VR Hack (echoAR sponsor prize) and Best COVID-19 Hack, Hackdemonium 2020**

**1st Place in RBC 2020 Next Generation Innovator Hackathon, RBC 2020 NGI | Hackworks**

**Honorable Mention in Mental Health challenge, ElleHacks 2020 | TELUS**

**Top 15 Honorable Mention, OpenHacks 2020**

**Top 14 Overall Finalists in Business Finance Series, Provincials DECA 2021**

**Introduction to Quantum Computing Certification, The Coding School | IBM**

**Mentor, Junior Hacks 2021**

### Workshop Speaker,

Coding 4 Community

- Intro to Git/Github for Engineers
- Women in Technology Panel

**Finance Events Competition Judge, DECA Regionals 2022**

## 💼 WORK EXPERIENCE

### Software Engineering Intern, NCR Canada

Sep 2022 – Dec 2022

- Built cross-browser compatible and WCAG 2.1AAA compliant ReactJS components, based on pre-made designs and wireframes
- **Reduced development time by 73%** by creating maintainable reusable components
- Migrated **90 test suites and 50+ features** from the deprecated Reach Router to the new React Router v6, improving browser navigation.
- Developed modal-driven alert system and related UI flows in application, with unit and integration tests using React Testing Library, React Test Renderer and Jest

### Quality Assurance Specialist, Farm Business Consultants

Jan 2022 – Apr 2022

- Ensured compliance for **600+** personal data files, exceeding target rates by **44%**
- Maintained **114% overall efficiency** through reduced QA validation period and quick problem resolutions
- Collected and thoroughly validated financial data to confirm compliance with government regulations and business guidelines

### Software Engineering Intern, Lingobyte

Sep 2020 – Dec 2020

- A Stanford startup developing language-learning software integrated with content streaming services
- Worked closely with business owners to design and develop software for English to French translation in **Python**, with a **translation accuracy of 95%**
- Used NLP segmentation and parsing techniques to develop a bilingual dictionary
- Designed a series of diagnostic tests to assess user's fluency level

## 📁 PROJECTS

### simpl.ai: Hackathon, 2nd Place Overall in HackTheValley VII

- Implemented a **NLP model for text simplification**, utilizing Tensorflow, Torch, and Cohere API, to identify complex phrases and provide simpler language with an average of **83% reduction in text complexity**
- Designed and developed client-side application using **ReactJS**, MaterialUI, and Intellex's react-pdf package to render PDF documents based on high-fidelity Figma prototype.

### WhispR

- Developed a full-stack web application with in-app translation features that enables for real-time multilingual communication
- Authenticated each registered user by **Google OAuth**, and managed user's data using **Firebase Realtime Database**
- Leveraged **Axios library** and **IBM Watson Language Translator** for real-time translation of messages
- Used Class Components to update States, **React Router Library** to switch between pages, and **Bootstrap/Figma** to design chat layouts, and landing pages

### Cov-ED: Hackathon,

Best AR/VR Hack (echoAR Sponsor Prize) and Best COVID-19 Hack

- Led a team to develop a prototype mobile game using **Unity** to entertain children during their free time
- Utilized **EchoAR SDK** to generate 3D models in interactive virtual environments for Android and iOS platforms
- Wrote **C#/C scripts** in Unity to develop game mechanics such as character movement, entity interactions etc