

# Nihar Annam

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## EDUCATION

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### University of Texas at Austin

August 2020 - May 2024

- Bachelor of Science, Computer Science (GPA: 3.6/4.0)

## WORK

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### Pavilion - *Software Engineer Intern, Backend*

May - August 2023

- Created a tool to automatically extract offerings from government contracts to increase coverage from 7% to 44% and semantically index using **Pinecone**, dramatically improving the quality of search results
- Improved and expanded various services, endpoints, and admin tooling in **Python**, **Django** and **Postgres** to simplify local government procurement of essential goods and services

### The Washington Post - *Software Engineer Intern, Backend*

May 2022 - May 2023

- Created the Post's first original word game, Keyword, now played by 75,000 users daily and advised on game/system design through cross-collaboration with design, product, and engineering teams
- Built and helped architect a modularized recipe system to store, index, and develop recipes used by the Food column with **Flask** and **MongoDB**, eliminating over 10 years of technical debt
- Integrated the recipe service into the Post's infrastructure ecosystem utilizing **Algolia**, **Datadog**, and **Kafka**, and established CI/CD pipelines with **Jenkins** and **EC2**

### Beyond The Light - *Director of Technology; Advisor*

May 2022 - May 2023

- Raised over \$130,000 in 2 years for charities supporting low-income youth by teaching public speaking and debate courses to 400+ middle and high school students through a student-run 501(c)3 nonprofit
- Managed payment processes, registration and website; designed workshop curriculum and class structure

## PROJECTS

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### Total Music

August 2020 - December 2020

- Created an interactive web app for Twitch to let streamers broadcast self-selected music to their audience.
- Built using **Express.js**, hosted on **AWS Elastic Beanstalk/EC2** with **SQLite** for database management to minimize infrastructure overhead and speed up deployments due to Twitch's environment constraints

### 36 Hour Fitness

September 2020

- Created a web-based personal fitness trainer using AI pose detection and Dynamic Time Warping to give real-time feedback to a user by comparing their exercise form to a selected instructor's form
- Leveraged multiple flexible open-source frameworks and libraries to quickly build up a scalable service architecture, resulting in winning **Grand Prize** and **DRW Data Visualization Challenge** at HackMIT 2020

## ORGANIZATIONS

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### Texas Undergraduate Computational Finance - *Director*

- Helped run a student organization focused on teaching, analyzing, and discussing quantitative investment strategies and organized events featuring industry experts and sponsor panels
- Led and delivered 10+ pitches developing quantitative trading strategies using various data science tools such as **NumPy**, **Pandas**, and financial data APIs, delegating tasks and ensuring efficient project execution

### Longhorn Gaming - *Esports Director*

- Organized and led monthly gaming tournaments with 40+ participants, overseeing all aspects of logistics, coordination, and communication to ensure smooth and scheduled execution of each event

## AWARDS

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**HackMIT 2020:** Grand Prize Winner & DRW Data Visualization Challenge Winner

**Teamfight Tactics:** Top 1200/0.1% in North America in data-driven strategy game