REETI PRADHANANGA

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EDUCATION

M.S., Computer Science, University of Louisiana at Lafayette   January 2024 – May 2025
B.E., Computer Engineering, Tribhuvan University   November 2017 – April 2022
Percentage: 86.98%, *Batch Topper*

SKILLS & TOOLS

Languages: Python, C/C++, Go, PowerShell, JavaScript, HTML, CSS
Database: MySQL, PostgreSQL, MongoDB
Tools: Visual Studio Code, Google Colab, Jupyter, PyCharm, GitHub, GoLand, GitHub, git, Postman
Libraries/Frameworks: TensorFlow, PyTorch, Django, Express, Node.js, Gin, Echo, Pandas, NumPy
Others: Microsoft Word, Microsoft Excel, LaTeX, Agile/Scrum methodology

WORK EXPERIENCE

Backend Developer, *RARA Labs*   April 2022 - Nov 2023

- Developed various systems including an employee management system, lease reporting tool, feedback portal, and accounting system using Go and PostgreSQL
- Engineered and deployed a suite of RESTful APIs and GraphQL endpoints, boosting data transfer efficiency between front-end and back-end systems by 40%, thereby enhancing overall application performance
- Developed and optimized machine learning model for risk analysis using Python, TensorFlow, and scikit-learn
- Created and executed unit and integration tests to maintain code quality and stability, achieving over 90% code coverage
- Conducted extensive software product testing to identify and resolve defects, significantly improving product reliability and performance
- Enhanced security and access control by implementing authentication and permission-based authorization in Go
- Participated in code reviews to ensure adherence to coding standards and best practices
- Collaborated with cross-functional teams to define and analyze requirements for new features, ensuring alignment with business goals and user needs

Software Engineering Intern, *Leapfrog Technology, Inc.*   April 2021 – June 2021

- Acquired proficiency in HTML, CSS, and vanilla JS through front-end development projects, enhancing user interface design skills
- Demonstrated strong time management and problem-solving abilities by consistently meeting project deadlines and quality standards
- Developed a creative and technically proficient two-player game with four levels using vanilla JS

PROJECTS

Twitter Sentiment Analysis On Gadget Reviews, *Major Project 2021 (Django, ReactJS, Pandas, PostgreSQL)*

- Designed a Naïve Bayes Classifier to analyze real-time tweets, classifying gadget reviews as positive, negative, or neutral, providing valuable market insights
- Ensured data accuracy and relevance by fetching and filtering tweets using Twitter's API

- Improved model performance through effective data pre-processing, including cleaning and normalizing tweet data
- Visualized sentiment analysis results with line graphs and pie charts for clear, actionable insights
- Finished an interactive user interface with ReactJS, allowing dynamic user interaction with sentiment analysis results.

Hamro Krishi, *WLiT Project 2020 (NodeJS, HTML, CSS, MongoDB)*

- Built a web platform enabling farmers to list their products and connect directly with consumers
- Developed secure user authentication and authorization features to protect user data
- Implemented real-time chat functionality to enhance communication between farmers and consumers
- Designed the database schema using MongoDB to efficiently store and manage product listings and user information
- Collaborated with a team of developers, following agile methodologies to ensure timely delivery of project milestones

Job Recommendation System, *Minor Project 2020 (Django, Bootstrap, PostgreSQL)*

- Created a web application using a Content-Based Filtering Algorithm to recommend IT-related jobs based on user skills and preferences
- Conducted thorough research on recommendation algorithms to optimize the recommendation accuracy and user satisfaction
- Developed a responsive and intuitive user interface using Bootstrap to improve user experience
- Integrated PostgreSQL to manage job listings, user profiles, and recommendation data efficiently
- Performed extensive testing and debugging to ensure the reliability and accuracy of job recommendations

Roll with It, *LITE Technical Exhibition 2018 (C++, Graphics.h)*

- Developed a single-player car game where the speed increases with each level, showcasing programming skills and game design
- Implemented game mechanics, including collision detection and score tracking, to enhance gameplay experience

TEACHING/MENTORING EXPERIENCE

Undergraduate project mentor
- Performed weekly progress meetings, provided guidance and support for the undergraduate students for their final year project.
- Created a collaborative mentorship environment engaging various presentations, workshops to enhance students' skills.

INVOLVEMENT

Women Leaders in Technology (WLiT) Fellowship   October 2020 – July 2021
- Nine-month long program with a two-week boot camp on JavaScript (Node JS, Express JS) and MongoDB
- Leadership training followed by teamwork, time management, and problem-solving
- Operated an Hour of Code Session for students of grades 9 and 10, demonstrating the basics of programming through the help of game development

KEC Computer Club   September 2018 – December 2021
- Engaged in hands-on coding sessions, workshops, and tech talks
- Actively participated in outreach initiatives to promote the Computer Club
- Coordinated and contributed in various club programs, fostering effective teamwork and communication