

SAI NADENDLA

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Skills

Python
Java
C++
Javascript
React
HTML
CSS
iOS/ Swift
React Native
Git/ Bash
Sketch

Coursework

Data Structures
Algorithms
Machine Organization
Linux Lab
Object-Oriented programming
Logic Design
Intro to Electrical Engineering

Education

University of California, Los Angeles
B.S. Computer Science and Engineering
Expected Graduation: June 2022

Casa Grande High School
Valedictorian, Graduated June 2018

Employment

Ciena June 2019 to Aug. 2019
[Software Engineering Intern](#)

- Contributed to team building a web app which enhances sales engineer productivity.
- Deployed multiple features to new sales planning tool within web app utilizing a frontend in React and backend in Django.
- Implemented component to add multiple parts at once to planner tool.
- Added ability to edit planner grid cells on a double click and hover for more detail.
- Redesigned Selenium e2e testing framework to improve stability and scalability.
- Wrote tests in Python to ensure functionality of REST APIs and web app UI.
- Debugged and fixed race conditions in older end-to-end tests.

Stylify Fashion Jan. 2019 to Mar. 2019
[Software Engineering Intern](#)

- Utilized React Native framework to develop cross-platform mobile features for Stylify's eCommerce apparel apps.
- Developed modal to filter products based on attributes such as price and size.
- Implemented ability to share products to external apps including Instagram.
- Fixed general usability issues and UI bugs reported by users.

Sonoma State University June 2017 to Aug. 2017
[Machine Learning Research Intern](#)

- Classified wildlife trail images in order to predict the species of animal in a given picture.
- Manipulated and augmented data using Python to expand the image training dataset.
- Trained inception neural network with custom image database using TensorFlow and tuned hyperparameters.
- Evaluated efficacy of network using techniques such as k-fold cross-validation.
- Achieved a model with accuracy close to 90%.
- Delivered research to biology students in order to improve monitoring of animal population numbers.

Projects

My Closet Feb. 2019
iOS app created during UCLA exclusive hackathon that allows users to rent out unused clothes in their closets to others. Developed in less than 12 hours and won award for best mobile hack. Learned to create collection views and pass data between view controllers.

Midnight Jan. 2019
iOS app that incentivizes users to maintain a consistent sleep schedule and discourages users from waking up throughout the night to check their phone. Became familiar with iOS SDK and learned to use Sketch, implement MVC based design, issue notifications, create UI elements programmatically, and integrate CocoaPods. Successfully released app to Apple App Store.

Posted July 2018
iOS app created during AngelHack hackathon that determines which shipping carrier is the cheapest given a package's weight and dimensions. Explored iOS SDK for the first time, integrated APIs, designed UI in Storyboards, and created app in under 24 hours.