

SAI NADENDLA

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Skills

Python

Java

C++

HTML

CSS

Javascript

React

iOS/ Swift

React Native

Coursework

Data Structures

Algorithms

Machine Organization

Software Construction Lab

Logic Design

Education

University of California, Los Angeles

B.S. Computer Science and Engineering

Class of 2022

Casa Grande High School

Valedictorian, Class of 2018

Employment

Ciena

June 2019 to Aug. 2019

[Software Engineering Intern](#)

Worked on BluePlanet team which is building an internal productivity tool for sales engineers. Implemented front-end features in React and backend features in Django. Rewrote large parts and added to e2e testing framework to make writing new tests simple and stable. Wrote new e2e tests in Python to verify APIs and UI function properly.

Stylify Fashion

Jan. 2019 to Mar. 2019

[Software Engineering Intern](#)

Built out various front-end mobile features for Stylify in React Native. Included implementing third-party sharing functionality that allowed images to be shared to Instagram, and creating a menu to filter products within the app based on attributes such as prize or size.

Sonoma State University

June 2017 to Aug. 2017

[Machine Learning Research Internship](#)

Utilized TensorFlow in order to classify wildlife images taken by trail cameras. Retrained inception neural network with custom image data. Manipulated data within the image set using Python and evaluated the efficacy of techniques such as k-fold validation. Research was ultimately used by biology students in order to monitor animal population numbers and migration patterns on nature trails.

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 use auto layout and create collection views.

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.

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.