

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.
- Utilized **React** and **Django** to deploy multiple **full-stack features** to new planner tool.
- Reconstructed **Selenium e2e testing** framework to improve stability and scalability.
- Wrote **Python tests** to ensure functionality of **REST APIs** and web app UI.

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

- Utilized **React Native** to develop cross-platform **mobile features** for eCommerce store.
- 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 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 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 wildlife population monitoring**.

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**.
- Utilized **collection views** and passed data between view controllers.

Midnight Jan. 2019

- iOS app that incentivizes users to maintain a consistent sleep schedule.
- Followed **MVC based design**, implemented **notifications**, created **programmatic UI elements**, and integrated **CocoaPods**.
- Successfully **released app** to Apple App Store.

Posted July 2018

- iOS app created during AngelHack hackathon that determines the cheapest shipping carrier for a given package.
- Explored **iOS SDK** for the first time, **integrated APIs**, designed **UI in Storyboards**.
- Developed and designed app in under 24 hours.