

# Sabeer Narula

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linkedin.com/in/sabeernarula • github.com/sabeer-narula • Able to relocate • US Citizen

## EDUCATION

**Boston University:** B.A. Computer Science and Statistics

May 2024

- GPA: 3.72
- Leadership positions in Girls Who Code (Treasurer) and FinTech Club (VP)

**Certifications:** Go Essential Training, Introduction to Artificial Intelligence

## EXPERIENCE

**Software Engineer Intern** | Certinia | Harrogate, United Kingdom

June - September 2022

- Developed and delivered the MVP of Salesforce CodeGuard, a Salesforce workflow automation tool, using Bash and Python
- Transformed the MVP into a Visual Studio Code Extension using TypeScript, Python, Golang, and REST API. CodeGuard automates Salesforce data collection, prevents limit overages, and saves developers several minutes per code commit

**Salesforce Development Intern** | Full Potential Solutions | Kansas City, MO

May - September 2021

- Identified a key CX improvement opportunity in the customer's dashboard experience. Implemented progressive rendering in APEX to allow faster loading for users, enabling a 2-5 second improvement in dashboard load times
- Collaborated with the developer team to ensure code optimization and SFDC compliance with APEX test cases

**Software Engineer Intern** | GridSME | Folsom, CA

July - December 2020

- Developed a dynamic dashboard to enhance client interaction, leveraging server-side Python API calls for real-time weather and electricity sensor data visualization. This led to an improved user experience and decreased processing and load times
- Revitalized the customer portal using JavaScript and JQuery, achieving a ~17% improvement in user wait time, improving customer satisfaction and retention rate

**Co-Founder / Chief Technology Officer** | Go Off! (@BU) | Boston, MA

January 2020 - February 2021

- Led and mentored a development team of four, overseeing the creation of our digital platform including a website, personalized user feed, chrome extension, and chat room. Using JavaScript, Python, MongoDB, MySQL, and AWS, we built a place for people to connect during the pandemic
- Steered company strategy and spearheaded technology development, culminating in raising over \$10,000 in startup funding. This enabled investment in customer acquisition and web redesign, gaining over 600 new users within two months of launch

**Quality Assurance Engineer Intern** | Ooma | Sunnyvale, CA

June - December 2019

- Created an automated log-collection and server testing tool in Python, dramatically improving operational efficiency by reducing log retrieval and testing times by over 80%, saving developers extensive amounts of manual testing time
- Conducted manual, stress, and automated testing on iOS and Android pre-release builds, identifying over 70 critical bugs, enhancing product reliability and user experience.

## TECHNICAL SKILLS

**Programming languages:** Python, Go, JavaScript, TypeScript, Java, Kotlin, Scala, C, C++, SQL, R

**Web and Cloud Technologies:** AWS, Azure, Flask, React, Django, Node.js, Docker, Git

**Data, AI & Specialized Tech:** Apache Spark, Salesforce, Jenkins, Unreal Engine

## PROJECTS

**NBA Salary Analytics Website (in progress)**

- Developing a full-stack application (Python, Flask, React, TypeScript, Tailwind CSS) to analyze NBA contracts. Features interactive visualizations and predictive models, allowing users to explore player and contract efficiency across seasons

**AI/NLP Spam Detection Bot**

- Built a machine learning-based spam detection bot integrating Naive Bayes and Logistic Regression algorithms for an NLP class final project. Achieved a 99.1% accuracy in differentiating spam from legitimate email and SMS messages

**Impact of Weather on Baseball Pitches** | Boston University | Boston, MA

- Conducted a year-long data analytics research project with Dr. Andy Andres on the effects of different weather patterns on over 9 million baseball pitches utilizing R, baseball pitch data from SABRmetrics, and weather station API calls

**First Person Shooter Game** | COSMOS | UC Santa Cruz

- Created a zombie survival first person shooter using Unreal Engine and won first place in a game development contest