

Sabeer Narula

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TECHNICAL SKILLS

Development: Python, Flask, Go, JavaScript, TypeScript, React, Java, C, AWS, Docker, SQL, Git, Salesforce, Unreal Engine

EXPERIENCE

Software Engineering Intern | Certinia | Harrogate, United Kingdom June 2022 - September 2022

- Implemented an automated Salesforce portfolio limit detection system using Git Hooks, Bash, and Python, improving workflow automation significantly
- Designed a Visual Studio Code Extension with TypeScript, Python, Go, and REST API to automate Salesforce data collection and enforce code standards, preventing limit overages and code errors

Salesforce Development Intern | Full Potential Solutions | Kansas City, MO May 2021 - September 2021

- Wrote APEX test classes with integrated SOQL in order to maintain optimal code coverage between Salesforce updates
- Collaborated in developing and managing workflow rules, processes, and APEX triggers, significantly speeding up customer query response times and improving data availability on their dashboards

Software Engineering Intern | GridSME | Folsom, CA July 2020 - December 2020

- Enhanced customer experience by developing a dashboard that dynamically displays weather and electricity sensor data, utilizing server-side Python API calls for real-time data processing and visualization
- Developed and sped up website's customer portal using JavaScript and JQuery, decreasing time spent waiting by ~17%

Co-Founder / Chief Technology Officer | Go Off! | Boston, MA January 2020 - February 2021

- Played a pivotal role in major company decisions, impacting company direction, financial strategies, and hiring, as well as leading tech discussions and driving technology initiatives
- Secured over \$10,000 in funding by entering various startup competitions and pitching to potential company investors
- Led a tech team of four devs in order to develop our website, chrome extension, and chat room service using JavaScript, and Python. We supplemented our site with MongoDB, MySQL, and AWS to manage data and launch our site which had over 600 registered users

Quality Assurance Engineering Intern | Ooma | Sunnyvale, CA June 2019 - December 2019

- Automated log-collecting and client-side server testing interface in Python, achieving an over 80% reduction in log retrieval and testing operational time
- Tested pre-release iOS and Android builds of enterprise and consumer applications. Discovered, tested, logged, and reported over 70 bugs in the beta build

EDUCATION

Boston University | GPA: 3.71 January 2020 - December 2023

- B.A. Computer Science and Statistics
- Minor in Business Innovation and Entrepreneurship

PROJECTS

AI/NLP Spam Detection Bot

- Built a machine learning spam detection bot with Naive Bayes and Logistic Regression in order to accurately assess whether an email or SMS message is spam with 98.8% accuracy

Impact of Weather on Baseball Pitches

- 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

- Developed a zombie survival first person shooter game using Unreal Engine 4 and won first place in a game development contest hosted by COSMOS: UC Santa Cruz