Shreyas Nisal
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GitHub | LinkedIn | Medium | Blogger

Experience

Intern, Geomitra Solutions LLP, Nagpur
May – July 2019
- ➢ <u>Technologies</u>: Spring Boot, Hibernate H2, Java Persistence APIs, React Native, Google Maps API
- Worked on the back end of a web application to connect Non-Government Organizations (NGOs) to potential donors
- Worked on creating a mobile version of the company's web application

Web and Mobile Development Intern, Oakland Systems Pvt. Ltd., Nagpur
Dec 2018 – June 2019
- ➢ <u>Technologies</u>: React Native, Spring, Hibernate
- Worked on two mobile apps developed in React Native, both on Android and iOS
- Developed modules using Spring and Hibernate for the company's web applications

Full Stack Development Intern, Oakland Systems Pvt. Ltd., Nagpur
May – June 2018
- ➢ <u>Technologies</u>: JavaScript, W3C Community Web Speech API, Java, MySQL
- Developed a web application for medical forms that could be configured according to the examiner's needs
- Used the W3C Community Web Speech API to make the filling of the form voice controlled
- Linked the application to a back end to store configurations and pronunciation variations

Projects

VirTalks [July '19 – current]
- React Native app to facilitate smooth communication between the Deaf and hearing
- VirTalks uses Google APIs for speech recognition and synthesis
- Also implemented a save-conversation feature using SQLite

VChat (Chat Application) [Feb – April 2019] - GitHub
- Chat application developed in Flutter with a Firebase backend
- The app supports login/signup using email, creation of groups, and shows date and time for messages

Quiz-App (Quiz Application) [Jan – March 2019] - GitHub
- React Native quiz app which is completely voice controlled
- Questions are read out and users can answer by speaking. Used Google APIs to implement speech recognition and synthesis

Chat-App (Chat Application) [January 2019] - GitHub
- React Native chat application that supports login/signup using usernames
- Implemented the back end in Java and JDBC to communicate with a MySQL database

Unity3D Games (Android) [2015 - 2018] – Google Play
- Created multiple Android games in the Unity3D game engine
- Implemented High scores and Achievements using the Google Play Services API
- Created a Virtual Reality game for Google Cardboard using the Google Cardboard plugin for Unity

C++ Libraries (Guide: Mr. Yashavant Kanetkar) [June 2017]
- C++ libraries developed using the command line as well as the Netbeans IDE
- Developed both static and dynamic linking libraries

Skills

Operating Systems: Ubuntu, Mint, Windows
Languages/Frameworks: C, C++, Java, JavaScript, C#, BASIC, React Native, Flutter, HTML, CSS, Bootstrap
Tools: Visual Studio, Visual Studio Code, Netbeans, Eclipse, Unity3D, IntelliJ, Git, Apache Tomcat, MySQL, Webmin

Education

- **Birla Institute of Technology and Science- KK Birla Goa Campus** (2017-2022*)
  Master of Science in Physics, Bachelor of Engineering in Computer Science and Engineering
  Cumulative GPA: 7.37
  *Expected Graduation Year

- **Dr Ambedkar College, Nagpur,** Maharashtra State Board, 2017
  Percentage: 86.92 %

- **Bhavan's BP Vidya Mandir, Nagpur,** Central Board of Secondary Education, 2015
  Percentage: 98.00 %

Extra Curricular Activities

- Vice-Captain, University badminton team (2019-current)
- Volunteer in Nirmaan (NGO) Goa Chapter (2017-2019)
- Participated in various inter-college badminton and carrom tournaments (2017-2019)
- Published 65 pieces (poetry and stories) in a regional magazine, Twinkle Star
- Selected for and attended various regional and national level writing workshops