Shreyas Nisal

shreyasnisal@gmail.com
Website | GitHub | LinkedIn

Experience

Intern, Geomitra Solutions, Nagpur [May - July 2019]
➢ Technologies: 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

Development Intern, Oakland Systems, Nagpur [Dec 2018 - June 2019]
➢ Technologies: 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

Development Intern, Oakland Systems, Nagpur [May - June 2018]
➢ Technologies: 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, and a Java and MySQL back end to store pronunciation variations.

Projects

VTalk [July '19 - current] - Google Play
- React Native app to facilitate smooth communication between the Deaf and hearing
- VTalk uses Google APIs for speech recognition and synthesis, an SQLite database to save conversations locally, and a firebase back end to save interviews.
- Presented the app at AOICON (National Conference of Otolaryngologists) in January 2020.

React Native Apps [Jan - Mar '19]
- A Chat App with a Java + MySQL back end, which allows users to sign-up and exchange messages with other users registered in the app
- A Voice Quiz App which asks questions by speaking them out, and allows the user to say answers or use voice to get options, skip questions, etc.

Flutter Apps [Apr - Aug '19]
- A Chat App with a firebase back end, which allows users to sign-up and exchange messages with other users registered in the app. The app also allows creation of groups.
- A photo journal app with a firebase back end, to store photos with captions, date and time.

Unity3D Games [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

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: 7.22
*Expected Graduation Year

Skills

Operating Systems

Ubuntu
Mint
Windows

Languages and Frameworks

C
C++
Java
JavaScript
C#
BASIC
React Native
Flutter
HTML
CSS
Bootstrap
Spring
Spring Boot
Swing
SQL

Tools

Netbeans
Eclipse
Unity3D
IntelliJ
Git
Apache Tomcat
MySQL