

Shriya Nangia

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EDUCATION

The University of Iowa, Iowa City, IA

August 2019 - May 2023

B.S Computer Science - University Honors, Honors in Major

GPA: 3.33/4.0

Minors in Math, Cinema

Relevant coursework: Theory of Computation, Software Design, Data Structures and Algorithms, Numerical Analysis, Computer Networking, Augmented and Virtual Reality, Film and Video Production

LANGUAGES and SOFTWARE DEVELOPMENT TOOLS

Python	HMTL	Haskell	Linux	VMware	Visual	Adobe	Unity	Microsoft
C#	CSS	Matlab	CLion	JIRA	Studio	Creative		Office
C++	Java		IntelliJ		Git	Cloud		Suite

Certifications: Global Financial Markets and Instruments, Portfolio Analysis and Risk Management, Investment Strategies

INDUSTRY EXPERIENCE

Software and Hardware Test Engineer (Hybrid) | Hitachi Vantara

August 2022 - Present

- Led intern project to develop automated process for inventory management, becoming a subject matter expert
- Collaborated in a multidisciplinary team of 15+ in project's evaluation and re-launch, analyzing feedback from existing end users and stakeholders to test and develop software solution that meets clients' needs
- Applied skills in cinema to create an informational video, collaborating with project manager and video team
- Conducted UAT testing on user access request form in Salesforce
- Conducted competitive analysis, researched visualization and data replication software, and recommended features
- Received mentorship on presentation and communication skills, KPI creation, and time management

Undergraduate Research Assistant (In-Person) | Holo Reality Lab

August 2022 - Present

- Designed and developed XR application "XR Dance Academy" for users to visualize, learn, practice, and perform dance in an immersive 3D environment, optimized for deployment on Quest 2 with Handtracking
- Captured 3D (RGBD) data of dance performers with Microsoft Kinect to study dance movements in 3D space
- Motion Captured dance movements using the OptiTrack system for the Animation of Avatars

ACADEMIC PROJECTS

Fruit Ninja XR Game

- Developed Mixed Reality (Passthrough) game using C# on the Unity game engine
- Created object spawning, collision, and destruction gameplay mechanics
- Enabled haptic feedback and XR controller-based canvas User Interface (UI) interactions

Queries on a Flight Database

- Utilized Java to analyze a CSV dataset and provide query-based solutions, tested and debugged with Junit
- Developed efficient algorithms using Lists, Sets, and Maps, resulting in code that is reusable and easily extensible

Multithreading

- Developed clean, and well-documented code for a multithreaded server, resulting in a responsive and scalable server
- Implemented GUI event-listener interfaces to enhance user interactivity, resulting in a more intuitive experience

LEADERSHIP AND INVOLVEMENT

Indian Student Alliance | VP of Community Outreach | The University of Iowa

August 2020 – May 2022

- Proactively secured sponsorships, crafted proposals to engage with external organizations, and managed the website
- Organized an intercollegiate Acapella competition with a YouTube livestream that attracted over 250 participants

Engineering Student Ambassador | The University of Iowa

August 2020 – August 2021

- Collaborated with a team of 15 ambassadors as well as the Director of Admissions and Student Life
- Led tours of the College of Engineering to prospective students and planning implementation of college events

College Transition Workshop Leader | The University of Iowa

August 2020 – December 2020

- Led two groups of 10 students twice per week in developing essential skills for their academic success
- Implemented strategies to encourage and foster students' development as independent learners