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: 3.34/4.0**
Minors in Math, Cinema
Relevant coursework: Theory of Computation, Operating Systems, Software Design, Data Structures and Algorithms, Numerical Analysis, Computer Networking, Augmented and Virtual Reality, Film and Video Production

EXPERIENCE

Software Integration Engineer (Hybrid) | Hitachi Vantara   *August 2022 - Present*
- Collaborated in a 15+ member multidisciplinary team to evaluate and re-launch company's Lab-As-A-Service offering, resulting in a 60% increase in lab usage by stakeholders
- Developed and QA tested 3 co-creation labs for data protection and hybrid cloud solutions using Agile methodology
- Revamped multimedia development workflows with AI tools, achieving 50%+ efficiency gain in marketing and digital content visualization, project planning and creation
- Utilized containers for Python and Bash script execution, ensuring consistent API automation in development
- Conducted QA testing for hardware-defined storage products and hardware platforms, utilizing automated tests

Undergraduate Research Assistant (In-Person) | Holo Reality Lab   *August 2022 - Present*
- Worked Individually to design and innovate XR application "XR Dance Academy" for users to visualize, learn, and perform dance in an immersive 3D environment, optimized for deployment on Quest 2 platform 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

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 user friendly XR controller-based canvas User Interface (UI) interactions

Multithreaded Trivia Game
- Backend SQL database server for persistent storage of questions and network-based server-client communication
- Enabled user interactivity through GUI event-listener interfaces and by rendering multi-media question types

Queries On A Flight Database
- Worked with CSV dataset to answer queries by writing small Java programs and debugging them using JUnit testing
- Wrote efficient algorithms using Lists, Sets, and Maps to bring improvement to code's reusability and extensibility

Implementation of the MiniScheme language
- Developed eagerly-evaluated functional programming language with special forms for variable and function mutation
- Committed code updates to version control systems, maintaining a well-documented and organized codebase

LEADERSHIP AND INVOLVEMENT

Indian Student Alliance | VP of Community Outreach | The University of Iowa   *August 2020 – May 2022*
- Secured sponsorships, crafted proposals for external partnerships, and managed website frontend
- 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 planned implementation of college wide events

TECHNICAL SKILLS

Languages: Python, C/C++, C#, Java, Bash, HMTL/CSS, Javascript, Haskell, Matlab, SQL

Libraries and Frameworks: Tensorflow, PyTorch, Scikit-Learn, Keras, XGBoost, Pandas, NumPy, Matplotlib

Developer Tools: Unix, Linux, CLion, IntelliJ, VMware, JIRA, Visual Studio, Git, GitLab, Kubernetes, Docker, AWS (EC2, S3), Adobe Creative Cloud, Unity Game Engine, Microsoft Office Suite