Shubhada Martha

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EDUCATION

University of California, Davis   Expected June 2025
Bachelor of Science in Computer Science | Davis, CA   *GPA: 3.54*
>   *Relevant Coursework*: Data Structures, and Algorithms, Software Development & Object-Oriented Programming in C++, Programming and Problem-Solving in C, Fairness in Machine Learning, Discrete Math, Linear Algebra, Multivariable Calculus

EXPERIENCE

Software Developer Research Intern   Sept. 2023 - Present
Exploratory Systems Lab | Davis, CA

- Constructed CrypGo's app prototypes on Figma, applying *UI/UX* principles, and documented the project.
- Developed the *React Native* front end for the Home page, ensuring intuitive functionality and user experience, and retrieved transactions from *ResilientDB* using *Strawberry GraphQL* and *Docker*.

Computer Science tutor and Marketing Lead   July. 2023 - Present
CS Tutoring at UC Davis | Davis, CA

- Guided the students through the use of creative questions and examples in courses: *Python*, *C++, Data Structures, Algorithms, and x86 Assembly.*
- Drove a *96.7% increase* in Instagram followers within three months by deploying dynamic marketing strategies and creating compelling, brand-focused flyers and Instagram posts.

Product Manager and Software Developer   Oct. 2023 - May. 2024
GDSC | Davis, CA

- Revamped GDSC and built DevFest websites using *TypeScript*, hosted on *Google Cloud* with *SQL* backend.
- Collaborated with designers for seamless integration and consistent user experience using *Agile* methodology.
- Managed a team of three students, replicating industry work experience under technical director supervision.

Software Developer   Oct. 2023 - Dec. 2023
CodeLab | Davis, CA

- Developed the truck and trailer screens for the *React Native mobile app* in *TypeScript* for TruckPedia by leveraging their existing website designs, ensuring coherent integration and a consistent user experience.
- Communicated and collaborated with client TruckPedia to comprehensively grasp their requirements, subsequently delivering a product that meets and exceeds their expectations.

PROJECTS

SafeDose | Swift, Figma   May. 2024

- Developed a user-friendly interface for logging medication intake and symptoms, with real-time dosage tracking and alerts for excessive intake.
- Successfully deployed the app at HackDavis, receiving positive feedback and enhancing skills with new Apple libraries.

CalShare | Swift, Figma   Feb. 2024 - April. 2024

- Built and tested the UI, ensuring smooth functionality and user experience, and integrated the QR code scanner for seamless group scheduling.
- Designed a user-friendly interface for displaying free event time slots, reducing the complications associated with When2Meet and Google Calendars.

WiseGenie | React.js, Open AI, Figma   April. 2023 - June. 2023

- Established seamless and engaging website user experience by crafting Figma UI design.
- Engineered an intuitive React web application interface hosted on Firebase, seamlessly connecting users with the study chatbot.
- Optimized the chatbot training model through targeted training on pertinent prompts.

SKILLS

Languages: C, C++, Swift, Python, R, JavaScript, TypeScript, NextJs, SQL, HTML, CSS, x86 Assembly, Java, Latex
Frameworks: React.js, Node.js, Tailwind Css, React Native, Pandas, rpy2, plotly
Developer Tools: Git, MongoDB, Firebase, Google Cloud, VS Code, Open AI, Postman, Android Studios, Figma