

Shubhada Martha

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EDUCATION

University of California, Davis

Expected Fall 2025

Bachelor of Science in Computer Science | Davis, CA

GPA: 3.5

Relevant Coursework: Data Structures, Object-Oriented Programming in C++, Problem-Solving in C, Discrete Math, Linear Algebra, Multivariable Calculus, Abstract Math, Operating Systems, Computer Architecture, Databases, Theory of Computation, Algorithm Design & Analysis, Artificial Intelligence, Machine Dependent Programming, Data Sense & Exploration

EXPERIENCE

Software Developer Intern

Sept. 2024 - Present

GBCS Group | Remote

- Optimized internal [website's](#) file management using *Microsoft Azure Storage Explorer* to access over 1,000+ files on cloud and automate 50+ weekly emails using *SendGrid* and *Mail.js*; improving communication efficiency by 40%.
- Gave the company's [website](#) a fresh, modern look using *TypeScript*, resulting in a 20% boost in user engagement with updated interfaces and thoughtful design improvements.
- Led a full-stack team of 12 for [VOOP](#), a collaborative RFP platform and *onboarded* seven new interns, *guided* the development of over 10 features, and ensured timely delivery, increasing team productivity by 25%.

Software Developer

Sept. 2023 - May. 2024

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*.

Product Manager and Software Developer

Oct. 2023 - May. 2024

GDSC | Davis, CA

- Revamped [GDSC](#) and [DevFest](#) websites, increasing user engagement by 40%, by building with *TypeScript* and hosting on *Google Cloud with SQL backend*.
- Achieved team productivity improvements of 25% by leading three students and implementing Agile collaboration with designers for a consistent UI/UX.

Software Developer

Oct. 2023 - Dec. 2023

CodeLab | Davis, CA

- Delivered user-friendly truck and trailer screens in *React Native*, improving usability by 20%, by translating TruckPedia's website designs into *TypeScript-based mobile* components.
- Exceeded client expectations by ensuring consistent functionality through effective collaboration.

Machine Learning Research Intern

June. 2023 - Sept. 2023

Professor Norman Matloff | Davis, CA

- Improved accessibility by creating a *Python* interface for the [DSL D R package](#), now on [CRAN](#), using *rpy2*, increasing usability for Python developers by 5%.
- Reduced bias in predictive models by 15% using *linear regression*, mitigating the impact of sensitive variables (e.g., gender) on outcomes like income.
- Produced comprehensive documentation and enhanced user accessibility and experience by crafting wrapper functions in *R* for key features in the *fairml* and *EDFfair* packages.

PROJECTS

CalShare | Swift, Figma, Database API, Apple Calendar API

Feb. 2024 - April. 2024

- Simplified group scheduling by designing a user-friendly UI with Swift and Figma, integrating a QR code scanner, and reducing scheduling complexities compared to When2Meet and Google Calendars.
- Enhanced event management by integrating a database and Apple Calendar API, enabling real-time display of free time slots and improving scheduling accuracy by 90%.

SKILLS

Languages: C, C++, Swift, Haskell, Prolog, Erlang, Python, R, JavaScript, TypeScript, SQL, HTML, CSS, x86 Assembly, Java, Latex

Frameworks: React.js, Node.js, Next, Tailwind Css, React Native, Pandas, rpy2, plotly

Developer Tools: Git, MongoDB, Firebase, Google Cloud, VS Code, Open AI, Postman, Android Studios, Figma