

Snigdha Banda

Software Engineer | San Francisco, CA | 408-780-5360 | banda.snigdha@gmail.com | [github](#) | [linkedin](#) | [website](#)

Skills

Ruby, Ruby on Rails, Python, JavaScript, React, Redux, HTML, CSS, Mongoose, MongoDB, Node.js, Express.js, SQL, SQLite3, PostgreSQL, Webpack, jQuery, Git, Heroku, Websockets, AWS

Projects

Hack (Ruby on Rails, React, Redux, Javascript, PostgreSQL, HTML, SCSS, Webpack, Heroku, Websockets) [github](#) | [live](#)

A full-stack single-page app: the social workspace analog of Slack that connects users to their favorite celebrities and social icons.

- Leveraged Rails' Action Cable and Redis to manage web-socket connections for live-chat
- Designed a search feature using debounce to efficiently query the database
- Built a secure user authentication system, utilizing Bcrypt to hash and salt passwords, strengthening protection of user data

Around the Block (MongoDB, Express, React, JavaScript, Node, HTML5) [github](#) | [live](#)

A MERN stack app for the elderly that allows users to host events, friend others, and sign in via speech-to-text

- Implemented Web Speech API to allow users with visual impairments to sign up via voice recognition
- Employed GitHub's version control system to effectively collaborate with 3 other team members
- Utilized the Validator.js library to validate user credentials in the controller before saving records into the MongoDB database

Speedy (JavaScript, HTML5, CSS3, Webpack) [github](#) | [live](#)

A twist on the classic Snake game, built using vanilla Javascript

- Implemented HTML Canvas to dynamically render 2D shapes and bitmap images to create visually compelling background and game characters
- Created interactive gameplay via collision detection and setInterval() clock functionality

Experience

Chief of Staff, ChipBrain (Remote, Part-time) Jun - Sep 2021

- A conversational AI startup: Pitched to investors, built out a recruiting pipeline for technical hires, streamlined internal documentation, and onboarded new hires

Clinical Study Researcher Nov 2020 - Jul 2021

University of California, San Francisco

- Spearheaded 3 end-to-end research studies of 200+ patients using research database software (RedCap) and mixed methods data analysis to evaluate geriatric mental health outcomes during COVID-19
- Co-authored manuscript: [Pre-estimating subsets: A new approach for unavailable predictors in prognostic modeling. Journal of the American Geriatrics Society.](#)

Research Associate, Computational Sensory Processing Lab

Baylor College of Medicine

Dec 2017 - Jan 2019

- Designed, tested, and analyzed 2 psychophysical paradigms via MATLAB through 50+ human subjects
- Shared findings at 3 national conferences; awarded "Best Poster" out of 50 presenters

Policy Fellow, USAID Bureau of Global Health

May - Jul 2019

USAID Bureau of Global Health

- Performed qualitative research on beneficiary outcomes for \$12mil project to accelerate HPV screening in Malawi
- Authored briefs & media articles; created social media content for FB/Insta/Twitter

Education

Software Engineering - App Academy 2021

Full-stack software development course; entailed 1000+ hours of coding

BA, Neuroscience - Rice University 2016 - 2020

Attended on a full-tuition 2-year scholarship and with acceptance to the Baylor College of Medicine as a Rice/Baylor Medical Scholar