

KIA ORA, I AM TISHA NAICKER.

(she/her)

4TH YEAR SOFTWARE ENGINEERING STUDENT

EDUCATION

BACHELOR OF ENGINEERING (HONOURS) SPECIALISING IN SOFTWARE

University of Auckland | Graduation Date: Nov 2024 | Cumulative GPA: 8.625/9.00

- Part III: A+ in Software Architecture • Software Evolution and Maintenance • Software Engineering Design 2 • Web Programming and Distributed Services • Fundamentals of Database Systems • Human Computer Interaction • Managing Projects and Innovation.
- Part II: A+ in Data Structures and Algorithms • Software Engineering Design 1 • Software Quality Assurance • Object-Oriented Programming • Software Engineering Theory • Mathematical Modelling 2.

WORK EXPERIENCE

GOOGLE SOFTWARE ENGINEERING INTERN

NOV 2023 - FEB 2024

Google Photos Web | Sydney, Australia | Languages: Typescript, HTML

- Independently completed three projects to enhance sharing capabilities in Photos Web.
- Successfully executed the complete developer workflow for each project, encompassing design, implementation, testing, and documentation.
- Enriched the Photos Web code base by adding screenshot and unit tests to previously untested areas.
- Authored comprehensive documentation to help current and future developers gain a deeper understanding of the technologies employed in these projects which have never been used in Photos Web before.

GOOGLE STUDENT TRAINING IN ENGINEERING PROGRAM INTERN

NOV 2022 - FEB 2023

Google Maps for Android Auto and Automotive | Sydney, Australia | Language: Java

- Collaboratively worked on a FrontEnd project in Google Maps through pair programming.
- Successfully working in an Android app using Java, various internal software tools and version control.
- Actively communicating with UX and Software Engineers to gain feedback and have end-users in mind.
- Project is completely launched into production. [Click here for an article on this project.](#)

TECHNICAL SKILLS

I am proficient in Java, Javascript, Typescript, HTML, CSS, C, and MATLAB programming languages. I am familiar with Git, Collaborate Git, and GitHub as version control systems. Here are a few projects I have done:

- Solve a difficult scheduling problem | Java & JavaFX | Group Project 2023
 - Used AI, parallel processing and different branch and bound algorithms to solve this problem.
 - Created a live visualisation of the search.
- SoleMates - Android Shoe eCommerce App | Java | Group Project | 2023
 - Designed and created a complete eCommerce app with search, cart, filter, profile and history functionalities.
 - Used Firebase to store data and fetch it using singleton pattern.
- Quick, Draw! Game | Java & JavaFX | Group Project | 2022
 - Created a fully-fledged game with creative graphics, animations, and used Machine Learning concepts.
 - Received the "Most Awesome Game" award for the course showcase by a Game Design Expert
- Data Structures and Algorithms | Java | Individual Project | 2022
 - Created data structures such as Linked List, Stacks, and Queues without in-built libraries
 - Used these data structures to create Breath First and Depth First Search algorithms

ACHIEVEMENTS

- Education Exec of UoA Developers Society (2024)
- First in Course Award for Mathematical Modelling 2 (2022) - Course taken by all engineering specialisations
- Dean's Honours List (2022) - Top 5% in Second Year Software Engineering Cohort
- Worley Professional Engineering Scholarship Recipient (2022)
- University of Auckland Top Achiever Scholarship (2021)
- Botany Downs Secondary College DUX (2020)

REFEREES AVAILABLE UPON REQUEST



naicker.tisha@gmail.com



+64 22 698 0492



[@tishanaicker](#)



[tnai255](#)



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