# Varun Nadgir
## Software Engineer & Technical Artist

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## EXPERIENCE

**Beacon Pointe Wealth Advisors** — *Waltham, MA*
*Senior Associate, Operations & Technology* — *February 2019 to April 2020*
- Maintained data quality between Tamarac and Salesforce CRM, while initiating up to 50 new accounts daily, managing over $11 billion AUM across 24,000+ active accounts
- Directed the firm's quarterly reporting process by creating and distributing documentation, auditing and reconciling account performance issues, and assisting over 160 employees across 10+ nationwide partner offices
- Compiled and presented the firm's operations activity to the team of directors using PowerBI and custom Excel workbooks, providing visual insights into managed assets and cash flow for each office, advisor, and client

**Findability Sciences** — *Boston, MA*
*Analyst* — *October 2015 to February 2017*
- Developed and scheduled SQL queries as part of the ETL pipeline into an MS SQL Server database, performing daily QA through log reviews, data cleaning, and feature testing to meet client's evolving needs and requirements
- Illustrated donor behaviors by creating a web dashboard with Highcharts, integrating social media activity from Twitter and Facebook into a unified visualization platform, ultimately boosting donor retention by ~15%
- Applied machine learning techniques such as NLP and sentiment analysis to summarize comments and reviews on clients' social media pages, and utilized regression models and decision trees to predict donations

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## PORTFOLIO

**HexGrid** — *November 2024 to December 2024*
- Developed a compact web application with Three.js that generates 3D tile maps colored by Perlin noise
- Built using concepts learned from creating a similar tool in Unreal Engine 5 with C++, seen here

**three20** — *July 2024 to September 2024*
- 3D tabletop dice rolling simulation built with Vite, React-three-fiber, and cannon.js physics
- Prioritized UX and performance with a simple interface and asynchronous asset loading

**Fill4** — *July 2023 to August 2023*
- Designed and launched single-page React.js browser game that generates random Voronoi tilings with D3.js
- Provided multiple color palettes and difficulties with useContext hook, for accessibility and limitless game states

**The Dndler** — *January 2022 to June 2022*
- Collaborated with small team and launched React & Node web application for creating Tabletop RPG characters
- Developed Express.js API to generate random characters based on user-provided options, tested with Jest

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## EDUCATION

**Boston University**
  *Master of Science in Computer Science*
  *Concentration in Data Analytics*

**University of Massachusetts, Amherst**
  *Bachelor of Science in Mathematics*

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## SKILLS

Web:           HTML, CSS, JavaScript, jQuery, React, Node.js, Express, Git, AWS RDS & EC2, MySQL, MongoDB, Django, Three.js, D3
DA/DS:         python, numpy, pandas, matplotlib, scikit-learn, TensorFlow, R, RMarkdown, ggplot2, tidyverse, PowerBI, MS Excel
Game Dev/CG:   Processing (Java), p5js, Unreal Engine 5, Unity, Godot, Blender, Houdini, C++, C#
Music:         Guitarist, Bassist, Pianist, Audio Production, Music Composition, Ableton Live