

# VEDANSHU NISHAD

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## EDUCATION

<b>Scaler School Of Technology, Bangaluru, Karnataka</b> <i>Bachelor of Science (B.Sc.) Hons in Computer Science, Micro-MBA</i>	Aug. 2024 – Present CGR: 8.25
<b>Scaler School Of Technology, Bangaluru, Karnataka</b> <i>Master of Science (M.Sc.) in Computer Science</i>	Aug. 2027 – June 2028 [Expected] CGR: NA
<b>D.A.V. Public School S.E.C.L., Kusmunda, C.G.</b> <i>Senior Secondary (C.B.S.E.) - Science Stream</i>	May 2021 – June 2023 CGPA/Percentage: 93
<b>D.A.V. Public School S.E.C.L., Kusmunda, C.G.</b> <i>High School (C.B.S.E.)</i>	May 2019 – April 2021 CGPA/Percentage: 94.5

## EXPERIENCE

<b>Undergraduate Research Assistant</b> <i>Texas A&amp;M University</i> <ul style="list-style-type: none"><li>Developed a REST API using FastAPI and PostgreSQL to store data from learning management systems</li><li>Developed a full-stack web application using Flask, React, PostgreSQL and Docker to analyze GitHub data</li><li>Explored ways to visualize GitHub collaboration in a classroom setting</li></ul>	June 2020 – Present College Station, TX
<b>Information Technology Support Specialist</b> <i>Southwestern University</i> <ul style="list-style-type: none"><li>Communicate with managers to set up campus computers used on campus</li><li>Assess and troubleshoot computer problems brought by students, faculty and staff</li><li>Maintain upkeep of computers, classroom equipment, and 200 printers across campus</li></ul>	Sep. 2018 – Present Georgetown, TX
<b>Artificial Intelligence Research Assistant</b> <i>Southwestern University</i> <ul style="list-style-type: none"><li>Explored methods to generate video game dungeons based off of <i>The Legend of Zelda</i></li><li>Developed a game in Java to test the generated dungeons</li><li>Contributed 50K+ lines of code to an established codebase via Git</li><li>Conducted a human subject study to determine which video game dungeon generation technique is enjoyable</li><li>Wrote an 8-page paper and gave multiple presentations on-campus</li><li>Presented virtually to the World Conference on Computational Intelligence</li></ul>	May 2019 – July 2019 Georgetown, TX

## PROJECTS

<b>Gitlytics</b>   <i>Python, Flask, React, PostgreSQL, Docker</i> <ul style="list-style-type: none"><li>Developed a full-stack web application using with Flask serving a REST API with React as the frontend</li><li>Implemented GitHub OAuth to get data from user's repositories</li><li>Visualized GitHub data to show collaboration</li><li>Used Celery and Redis for asynchronous tasks</li></ul>	June 2020 – Present
<b>Simple Paintball</b>   <i>Spigot API, Java, Maven, TravisCI, Git</i> <ul style="list-style-type: none"><li>Developed a Minecraft server plugin to entertain kids during free time for a previous job</li><li>Published plugin to websites gaining 2K+ downloads and an average 4.5/5-star review</li><li>Implemented continuous delivery using TravisCI to build the plugin upon new a release</li><li>Collaborated with Minecraft server administrators to suggest features and get feedback about the plugin</li></ul>	May 2018 – May 2020

## TECHNICAL SKILLS

**Languages:** Java, Python, Golang, SQL (MySQL), NoSQL (MongoDB), Vanilla JavaScript, TypeScript  
**Frameworks:** ReactJS, NextJS, Node.js + ExpressJS, SpringBoot  
**Developer Tools:** Git, Github, Docker, Linux + Shell, Visual Studio Code, IntelliJ, Webstorm  
**Libraries:** Pandas, NumPy, Matplotlib, Seaborn, Sklearn