

VEDANSHU NISHAD

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EDUCATION

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

EXPERIENCE

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| Undergraduate Research Assistant <i>Texas A&M University</i> | June 2020 – Present College Station, TX |
| • Developed a REST API using FastAPI and PostgreSQL to store data from learning management systems | |
| • Developed a full-stack web application using Flask, React, PostgreSQL and Docker to analyze GitHub data | |
| • Explored ways to visualize GitHub collaboration in a classroom setting | |
| Information Technology Support Specialist <i>Southwestern University</i> | Sep. 2018 – Present Georgetown, TX |
| • Communicate with managers to set up campus computers used on campus | |
| • Assess and troubleshoot computer problems brought by students, faculty and staff | |
| • Maintain upkeep of computers, classroom equipment, and 200 printers across campus | |
| Artificial Intelligence Research Assistant <i>Southwestern University</i> | May 2019 – July 2019 Georgetown, TX |
| • Explored methods to generate video game dungeons based off of <i>The Legend of Zelda</i> | |
| • Developed a game in Java to test the generated dungeons | |
| • Contributed 50K+ lines of code to an established codebase via Git | |
| • Conducted a human subject study to determine which video game dungeon generation technique is enjoyable | |
| • Wrote an 8-page paper and gave multiple presentations on-campus | |
| • Presented virtually to the World Conference on Computational Intelligence | |

PROJECTS

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| Gitlytics Python, Flask, React, PostgreSQL, Docker | June 2020 – Present |
| • Developed a full-stack web application using with Flask serving a REST API with React as the frontend | |
| • Implemented GitHub OAuth to get data from user's repositories | |
| • Visualized GitHub data to show collaboration | |
| • Used Celery and Redis for asynchronous tasks | |
| Simple Paintball Spigot API, Java, Maven, TravisCI, Git | May 2018 – May 2020 |
| • Developed a Minecraft server plugin to entertain kids during free time for a previous job | |
| • Published plugin to websites gaining 2K+ downloads and an average 4.5/5-star review | |
| • Implemented continuous delivery using TravisCI to build the plugin upon new a release | |
| • Collaborated with Minecraft server administrators to suggest features and get feedback about the plugin | |

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