# **NISHANT BALAJI**

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#### **EDUCATION**

University of California San Diego	3.74 GPA
B.S. Computer Engineering	Oct 2020 - Jun 2024
M.S. Computer Engineering	Sept 2024 - Jun 2025
WORK EXPERIENCE	

#### Roblox

Software Engineering Intern

- Created OpenCloud APIs for access to Roblox's Memory Stores API outside the Roblox Studio platform, using C# and Lua.
- Worked in a cross-team environment to make product decisions about the APIs, affecting over 10,000 developers.
- Improved Open Cloud processes and standards at Roblox, streamlining the pipeline for future APIs.

UCSD CSE Department Tutor	Jan 2023 - Present La Jolla, CA
<ul> <li>Taught Programming Tools &amp; Techniques to 650+ students and Advanced Data Structures to 600+ students</li> <li>Led weekly lab sections of 100+ students in learning and assisting with questions.</li> </ul>	5
• Assisted students with programming assignments in weekly office hours, aiding over 30 students per week	
NVIDIA	Mar 2023 - Jun 2023
Software Engineering Intern	Santa Clara, CA
• Worked on the Hardware Infrastructure Group in the Security Team as a Software Engineering Intern.	
<ul> <li>Used Django, Grafana, and Open Telemetry to instrument and provide crucial insights to NVIDIA's Security</li> <li>Created dashboard that collected valuable metrics and other information to streamline and improve development</li> </ul>	0
NVIDIA	Jun 2022 - Sep 2022
Software Engineering Intern	Santa Clara, CA
<ul> <li>Working on the Hardware Infrastructure Group in the Test Automation Team as a Software Engineering In:</li> <li>Using React, Fast API, and Redis to develop a web interface for hardware architects to view tests running or</li> </ul>	

- Implemented websockets to live update data throughout the platform, providing users a real-time view of their running test batches.
- Creating continuous integration pipelines to effectively test and deploy code using Docker and Kubernetes.

#### **NASA Goddard Space Flight Center**

Software Engineering / Machine Learning Intern

- Worked with the Earth Observation System Data and Information System team on usage-based data discovery.
- Developed automated Natural Language Processing tools to identify and classify external usage of Earth Observation data.
- Created pipelines to streamline classification of 6000+ articles by topic.

## LEADERSHIP EXPERIENCE

#### Association for Computing Machinery (ACM) at UCSD

President

- Coordinated event logistics for 230+ yearly workshops and social events held within ACM communities, reaching 2000+ students.
- Managed a team of 95+ and collaborated in planning and creating technical workshops, projects, and social events for ACM members.
- Fostered the development of ACM's outreach program that exposed computer science to hundreds of underrepresented students.

#### PROJECTS

#### **Triton Software Engineering at UCSD**

Full Stack Developer

Worked with Next.js and PostgreSQL to create a website for the non-profit organization League of Amazing Programmers

# **Engineers for Exploration: Acoustic Species Identification Project**

Software Engineer

- Collaborated with conservation researchers at the San Diego Zoo to develop automated pipelines to identify species vocalizations.
- Used React, Flask and Docker in developing the Audio Labeling System to process and visualize over 1500 hours of audio data.

## SKILLS

Languages Java, Python, JavaScript, Typescript, C, C++, C#, Go, Rust, Bash, ARM Assembly, HTML, CSS, MATLAB Technologies React, REST APIs, Node.js, Flask, FastAPI, Redis, PostgreSQL, Next.js, Figma, MongoDB, Express, Git, JUnit, .NET, Make Software AWS, Google Cloud Platform, Github Actions, Docker, Heroku, Netlify, Valgrind, Postman, PSpice, LTSpice

Nov 2021 - Jun 2023 La Jolla, CA

May 2021 - Present

Feb 2021 - Aug 2021 La Jolla, CA

Jun 2023 - Sep 2023 San Mateo, CA

Aug 2021 - Dec 2021

Greenbelt, MD

La Jolla, CA