

NISHAD PRINJA

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github.com/nishadprinja

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PROFILE

I am a qualified and accomplished software engineer with diverse experience working as a web developer. I have a stronghold on today's in-demand programming languages and web technologies. I am skilled in directing development with creative and performance-oriented abilities while remaining well-organized and customer-focused. With all my knowledge, interpersonal skills, and development expertise, I am willing to join a professional organization to expand my capabilities and build a prosperous career.

EXPERIENCE

Crisis Text Line, online

Crisis Counselor Volunteer

(Mar 2022 - Present)

- Completed 30 hours of intensive, goal-oriented training over 2 weeks to earn the right to volunteer after demonstrating competency.
- Spend two 2-hour shifts weekly texting with people in crisis taking them from a hot moment and bringing them to a cooler calm.

Bramchaat.com

Web Development Project

(Jun 2020 - Mar 2021)

- Built a high-end Wordpress.org eCommerce website, based on WooCommerce and Stripe payment gateway, that offers unique pieces of art and merchandise.
- Hosted the site with DNS from No-IP.com and on a DigitalOcean cloud droplet with a LAMP (Linux, Apache, MySQL, PHP) stack installed on the server.
- Reviewed project specifications and built a technology solution that exceeded performance expectations.
- Discussed project progress with customers, collected feedback on different stages and directly addressed concerns.
- Prepared detailed reports on updates to project specifications, progress, identified conflicts and team activities.
- Processed stock into the inventory management system.
- Used coordination and planning skills to achieve results according to schedule.
- Eliminated downtime and maximized revenue by providing top project quality control.

Art Fellowship, Roosevelt Island, NY

Software Engineer Fellow

(Sept 2017 - Mar 2018)

- Designed and built a Technical Art Performance Piece with the help of C++ through Visual Studio 2015 with the Microsoft Kinect SDK for the Xbox Kinect motion capture camera.
- Monitored self-checkout systems and provided assistance and intervention where required.
- Identified issues, analyzed information and provided excellent solutions to meet project requirements.
- Used modular programming with Cycling '74 Max 7 and OSCPack to develop a Network Enabled Performance Patch.
- Built a unique prototype with a security camera, a CV library from Carnegie Mellon Research called OpenPose, and Python scripting.

Adobe VR Product Studio Project, New York, NY

Developer and Technical Lead

(Aug 2016 - Dec 2016)

- Used Unity Modeling and VR Visualization with an Android VR plugin for Unity to develop a Virtual Mockup of a VR app.
- Identified and debugged all the reported issues within the provided deadline.
- Collaborated with a team of Masters in Business Administration, Masters in Law, Parsons School of Design, and Connective Media students.
- Worked flexible hours; night, weekend, and holiday shifts.

General Assembly, New York, NY

Web Development Immersive

(Jun 2015 - Sept 2015)

- Learned and developed new skills in web technologies namely Git, HTML5, CSS3, JavaScript, jQuery, AJAX, Node.js, PostgreSQL, Ruby, Rails, and Backbone.js.
- Demonstrated coding competency by building three applications that were hosted online.
- Maintained quality assurance through code testing and cross-browser testing.
- Assisted with the development of software user manuals.
- Used Javascript and Adobe Photoshop to develop a high-end 'Connect 4 Board' game clone as a Web App. Please refer to the following useful links:
 - Repo: github.com
 - [nishadprinja/connect4](https://github.com/nishadprinja/connect4)

- Demo: nishadprinja.github.io/connect4

Cornell Productions, Ithaca, NY

Sound Engineer/Manager

(2013 - 2014)

- Set up equipment and operated Behringer X32 Mixing Board for audio amplification and music playback.
- Performed sound quality checks and front-of-house mixing to maintain the required quality standards.
- Collaborated with producers and performers to determine and achieve the desired sound for productions.

EDUCATION

Master's in Computer Science

May 2017, Cornell University

Bachelor of Science in Neurobiology and Behavior

May 2014, Cornell University

SKILLS & EXPERTISE

Programming

- Python
- JavaScript
- C++
- Flutter
- Ruby
- PHP

Software

- Adobe Photoshop
- Logic Pro X
- Final Cut Pro X
- Cycling '74 Max 7
- Completed 10-hour Intro to DevOps Intellipaat course

Languages

- English
- Spanish
- Hindi

REFERENCES

To be furnished upon request.