

Shree Nadkarni

US Citizen

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EDUCATION

Georgia Institute of Technology, College of Computing
Bachelor of Science in Computer Science, Expected Spring 2017

Atlanta, Georgia

SKILLS

Languages

Expertise: Java, HTML5, CSS3, JavaScript
Proficiency: C, Python, Assembly
Experience: MySQL, PHP

Technologies

• Ember.js, Node.js, jQuery, Angular.js
Git, Ionic, Logisim, SASS, Photoshop,
Google-Web-Toolkit, Microsoft Office
Command Line, Web DevTools Console

Concepts

• Object Oriented Programming,
Data Structures, Algorithms,
Web and Mobile Development

WORK EXPERIENCE

American Express (Internship)

June 2016 – August 2016

- Worked with a team of 2, while using Angular2 framework and D3.js, to create a visual mapping tool intended to show relationships between services used by American Express' technology department.
- Worked with the same team of 2 to create a wireframing tool to help Salesforce engineers.

NetScout Systems Inc. (Internship)

May 2015 – August 2015

- Worked with Ember.js, examined code base for the front-end dashboard of a web application and mapped it out. Introduced a new graphing method for the team to use for ease of code mapping.
- Pioneered a new way of writing acceptance tests for the company's web-application through a business driven development language called Mocha, an Ember plug-in, incorporating the usage of page objects.

Collaborative Workforce (Research)

August 2013 - May 2014

- Designed a system to stream live video feeds using multicast to an audience through a central server using C.
- Programmed a client/server based TCP packet transmission code to transfer FFT data
- Successfully integrated my team's code with another team and displayed the audio spectrogram using raspberry pi at a remote location.

eStadium Web-Apps Team (Research)

August 2014 – May 2016

- Worked with a team of 13 developers to enhance Georgia Tech football fans' game-day experience
- Researching methods to optimize and allow mobile devices to access innovative infotainment and venue-related information via WiFi, Bluetooth, 3G and 4G data networks

PROJECTS

Android Development

January 2015 - May 2015

- Worked with a team of 4 to create a socially driven shopping phone application
- Programmed through Android Studio using a Gradle Automation System to build our projects

Front-end Web Development (Co-Leader)

January 2015 - May 2015

- Successfully proposed to re-design and enhance the current outdated eStadium website and had it approved.
- Led a team of 4 to research effective, user-friendly frameworks to build an aesthetically appealing, social-networking driven website
- Worked to enhance the website for easy accessibility, and smooth transitions for mobile devices.

LEADERSHIP

A-Town Showdown Marketing (Co-Chair)

February 2013 - April 2014

- Planned, Directed & Executed all marketing aspects of this event and helped bring over \$12K in corporate partnership funds. Aided in bringing over 350+ performers and an audience of 1k+ to our show with a nationwide outreach of 50k.