

Niraj Pant

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Education

University of Illinois at Urbana-Champaign

B.S. Computer Science, Art + Design Minor

Champaign, IL

Aug 2015 – May 2019

Relevant Coursework: Introduction to Computer Science, Discrete Structures, Data Structures

Activities: Association for Computing Machinery, Founders

Experience

Skycatch

Software Engineering Intern

San Francisco, CA

May 2016 – Aug 2016

- Interned on the web infrastructure team, developing tools and workers for the image processing pipeline.
- Worked with a variety of AWS tools including SQS, SNS, API Gateway, ECS/EC2 atop Terraform, Docker, and Node.js to build and deploy applications.
- Built a worker for Projector, Skycatch's photogrammetry service, to allow aerial drone images to be processed into a 3D site model.

Lookout

Software Engineering Intern

San Francisco, CA

Jun 2015 – Aug 2015

- Worked on the Lookout for Enterprise (L4E) team developing features for the Android application.
- Researched and prototyped a network-layer data loss prevention feature to protect sensitive data.
- Created a performance automation framework to monitor key scan-time metrics in the app.
- Won intern hackathon for GameOfCodes, an internal Rails tool to gamify code reviews in Gerrit.

ShipBob (YC S14)

Software Engineering Intern

Chicago, IL

Sep 2014 – May 2015

- Worked on all components of client iOS application from UI styling to back-end work.
- Built ShipCaptain, an internal iOS application for package carriers to respond to new shipments.
- Worked part-time while a student at Conant High School.

Besso Labs

Software Engineering Intern

Chicago, IL

Jun 2014 – Aug 2014

- Built metrics dashboard to monitor status of mobile app using AngularJS.
- Created custom, cross-platform push notification system using Node.js, APNS, and GCM.
- Gained experience in writing production-level software for thousands of users.

Selected Projects

All projects are clickable links!

3DSnap

- Cross-platform application to share and view stereoscopic 3D Snapchats.
- Created custom clients for iOS, Android, Web, and Nintendo 3DS.

ScandIn

- Google Glass application to enhance networking events using facial recognition and the LinkedIn API
- Won Best Glass Hack at MHacks V

Technical Skills

Comfortable: Swift, Ruby, Python, C++

Proficient: HTML/CSS, JavaScript (+Node.js & React), Java