Nisha Kunhikrishnan

Software Developer
http://nishakk.com | nkunhikr@andrew.cmu.edu | 412.628.7885

EDUCATION

ENTERTAINMENT TECHNOLOGY CENTER, CARNEGIE MELLON UNIVERSITY
MASTER OF ENTERTAINMENT TECHNOLOGY
Expected May 2019 | Pittsburgh, PA

NATIONAL INSTITUTE OF TECHNOLOGY KARNATAKA
B.TECH IN INFORMATION TECHNOLOGY
May 2015 | Surathkal, India

COURSEWORK

GRADUATE
Building Virtual World
Visual Story
Fundamentals of ETC
Improvisational Acting

UNDERGRADUATE
Data Structures and Algorithms
Computer Graphics
Data Warehousing and Data Mining
Human-Computer Interaction
Web Services
Internet Technologies and Applications
Software Engineering

SKILLS

PROGRAMMING
HTML • CSS • JavaScript
Java • C# • C • Python

TOOLS & SOFTWARE
Unity3D • Webix
Sketch • Balsamiq
Perforce • Github

DESIGN
Wireframes • Prototypes • Usability Testing

AR/VR PLATFORMS
HTV Vive • Microsoft Hololens
Apple ARKit

AWARDS

STAR OF THE QUARTER
INTUIT
FY17 Quarter-1 (Aug-Oct)

EXPERIENCE

INTUIT | SOFTWARE ENGINEER
Aug 2015 – Aug 2017 | Bangalore, India
- As part of the Financial Data Services Team, worked on designing and developing the frontend for the Financial Provider Administration platform to manage the financial institution data.
- Used JavaScript based framework, Webix and integrated the interface with backend using Java Rest APIs. Also analyzed and improved the frontend performance of the platform from 1200ms for each request call to approximately 10ms.

CREDIT SUISSE | SUMMER TECHNICAL ANALYST
May 2014 – July 2014 | Pune, India
- Developed a platform using ASP.NET C# for automating the process of allocating environment for project testing to different teams, which was previously handled manually in an Excel Sheet. This platform was initially built for one team, and later scaled for the entire department.

ACADEMIC PROJECTS

BUILDING VIRTUAL WORLDS | ENTERTAINMENT TECHNOLOGY CENTER, CMU | FALL 2017
- Developing and iteratively refining interactive experiences every 2-3 weeks using Unity3D game engine with new platforms and multidisciplinary teams.

GET 'EM MOLES AND BUBLZ! | CMU WINTER SCHOOL | DEC 2013
- Get 'em Moles: Whac-a-mole inspired interface which aims to teach English spelling and pronunciation through engaging game play.
- Bublz!: Simple, click-driven game for children which aims at honing mental arithmetic in an enjoyable manner.
- These games were developed on Unity3D using C# and won the "Best Project" award in Educational Games track.

DAEMO | STANFORD CROWD RESEARCH INITIATIVE | JAN 2015 - NOV 2015
- Worked on a research project for developing a novel crowdsourcing platform that will enable workers to build sustainable careers and provide requesters with timely, quality labor for their business.

FOREST COVER TYPE PREDICTION | AUG 2014 - MAY 2015 | UNDERGRADUATE THESIS
- Worked on predicting forest cover type for the given dataset using data analysis with decision tree models using R.
- Added a new feature called Kappa Pruning to the existing C5.0 code which improved the performance of the model by 9%.

PUBLICATIONS

UIST 2015 "Daemo: A Self-Governed Crowdsourcing Marketplace"