Nikhil Dronamraju

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Full-stack Ruby/React developer with 2+ years of experience in a rapidly growing startup environment.

SKILLS:

Languages: Ruby, JavaScript (*ECMAScript/TypeScript),* Java, Python, Kotlin, VBA, C#

Frameworks: Ruby on Rails, React (Next.js, Remix), Node.js, React Native, Android, Sinatra, Jenkins, Docker

Databases: PostgreSQL, MongoDB, Redis, SQLite

Additional Tools: AWS, RabbitMQ

EDUCATION:

B.S. Industrial Engineering, Aug 2018 – Dec 2022

Texas A&M University | College Station, TX

National Merit Scholar, President's Endowed Scholar

WORK EXPERIENCE:

Ruby on Rails Developer | Boddle Learning | Tulsa, OK | Jan 2023 – Current

Google/Apple-funded EdTech startup that provides a cross-platform (mobile and web) game designed to help K-6 students practice math and English. The platform provides personalized learning to support over 7 million students, growing from 2.5 million since 2023.

- Contributed to Boddle's Learning Management System (LMS) Team: Worked on a web application allowing teachers to view and modify students' educational data, and collaborated on the development of the in-house CRM and a WebGL-based game. (Rails, Next.js, Node.js)
- Built a teacher-driven content creation system: Enabled teachers to create multimedia-rich questions (text, images, videos) for students to answer in all game environments. Integrated real-time AI-based screening to prevent users from submitting inappropriate questions. (RabbitMQ, Redis, CKEditor5, AWS (S3, CloudFront), dragula, OpenAI API)
- Engineered a real-time notifications system: Created a live notifications system for 6M+ users that allowed teachers to receive low-latency updates on student gameplay (EG: immediate notifications when a student completes teacher-assigned tasks). (Faye WebSocket, RabbitMQ)
- Led the development of a new in-game payment infrastructure: Integrated platform with Stripe for secure transaction processing across all 7M+ users. Designed and built a custom API to manage checkout sessions, product IDs, dynamic pricing, discounts, and purchase locations, ensuring better data for the company's growth team and compliance with U.S. tax regulations.
- Implemented company's first testing suite: Collaborated with another developer and QA to write both the company's first-ever unit testing suite and end-to-end testing suite for the same application. (RSpec, Playwright)
- Optimized system performance: Monitored system performance and resolved bugs, reducing query counts on several pages by ~80%. (SQL, ActiveRecord, Bullet, New Relic)

Junior Developer | Texas A&M High Performance Research Computing (HPRC) | College Station, TX | Feb 2022 – Dec 2022

A Texas A&M University research department, focused on providing supercomputing resources, education, and support for other research departments.

- Resource management dashboard: Developed a dashboard that enabled users to track service usage, billing, request additional computing resources, and receive regular email updates on remaining resources and job status. (Ruby, Sinatra, Bootstrap, Bash, Python2, SQLite, Twilio (SendGrid, Verify))
- Supercomputing training: Taught multiple courses in supercomputing for researchers to better understand how best to work with A&M's supercomputers
- Published research: Published a paper for the research department regarding the impact of STEM education at an early age.

PROJECTS:

ParlayMonkey | March 2024 – Current

- Actively developing a sports betting platform
- Tech used: TypeScript, Next.js, tRPC, Prisma, Supabase, Jest

PUBLICATIONS:

- Cybersecurity and Data Science Curriculum for Secondary Student Computing Programs
  - Co-author of paper submitted to SC '22 annual research conference