RISHI PISIPATI

Software Engineer
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EDUCATION

CARNEGIE MELLON UNIVERSITY

PITTSBURGH, PA | AUG 2019
School of Computer Science, HCII
Masters in Educational Technology
and Applied Learning Sciences
GPA : 3.46/4

NIIT UNIVERSITY

ALWAR, RAJASTHAN | JUL 2017
Bachelors in Technology
Computer Science and Engineering
CGPA : 6.85/10

SKILLS

PROGRAMMING

Proficient:
Python • Java • Typescript
Experienced:
React • Angular • SQL
Familiar:
RxJS • Kubernetes • Docker

ACHIEVEMENTS

BETTERLESSON HACKATHON

Learning Walks
First Prize

UPMC - HACK THIS HELP KIDS

First Prize
Smart bottle sleeves to monitor Breast
Milk Quality for NICU Patients

MERIT SCHOLARSHIPS

Carnegie Mellon University
NIIT University

AIESEP PARLIAMENTARY DEBATE

Education Initiatives for India
First Prize, Honorary Mentions

EXPERIENCE

BETTERLESSON FULL STACK SOFTWARE ENGINEER

July 2021 – Current | Boston, MA (Remote)
- Currently leading design and implementation on my hackathon initative: Learning walks - a digitized experience that allows district and school leaders to evaluate the performance of our professional development as they go through each classroom.
- Led the design and implementation of our new survey dashboard which consumes Alchemer surveys and transforms the resulting data into metrics to evaluate the performance of coaches and event facilitators.
- Created custom UI components to facilitate In person and Virtual Coaching in React and Flask to allow coaches and participants to share meeting notes and highlights.
- Creating custom integrations within Betterlesson Lab to work alongside Salesforce and Quickbase to facilitate data sync and CRUD operations alongside our backend systems.
- Developed microservices using Java/Gradle to build out an OIDC compliant server for managing sign on and allowing third party access to our login system.
- Built out an on demand migration system to migrate users from Flask to a Java backend supported by Spring Boot.
- Integrated Sonarqube into build pipelines to reduce errors caused in production.

RENAISSANCE LEARNING | SOFTWARE ENGINEER I

Oct 2019 - 2021 | Wisconsin Rapids

- Led the creation of applications in our a new micro-front end applications that render Star Reading, Star Math and Star Early Literacy products for the state of Indiana.
- Designed and led the efforts for creating new performance tests in Jmeter for simulating student journeys in our new test products.
- Created new tabular page views for Star Benchmark UI, along with new data endpoints that support this view using ASP.NET MVC frameworks.
- Created an API gateway using a .NET CORE AWS lambda framework to facilitate creation of Desmos tests powered by Renaissnace.
- Managed and controlled build versions for various production environments using Jenkins CI/CD

PERSONAL PROJECTS

DONT FALL FOR IT

Java, Processing
Designed a cross platform game in Java and Processing to teach the elderly about email scams. Incorporated Bayesian Knowledge Tracing to trace their progress for each subskill associated with identifying scams.

AUTO WATERMARKER

Python, OpenCV
Designed a program that auto-watermarks images in bulk on appropriately visible locations using Gaussian Filters and a weighted average of pixels in potential location of Watermarks. Modified the script to adjust opacity of watermark. Currently used by Collarfolk as a custom bulk watermarking tool.