

Nandana Elizabeth

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SUMMARY

Software engineer with a strong foundation in Python, Go, and Java, backed by internship experience delivering production-grade AWS SDK migrations at Twilio, building immersive VR training tools, and developing iOS apps in Swift.

EDUCATION

B.S. in Computer Science (Honors), Minor in Media Arts and Sciences

May 2026

Arizona State University

Tempe, AZ | GPA: 4.0

- Outstanding Graduate, Class of 2026
- Relevant Coursework: Data Structures & Algorithms, Object-Oriented Programming, Mobile Development, Data Visualization, Computer Aided Geometric Design, Operating Systems, Information Assurance, Statistics

WORK EXPERIENCE

Software Engineer Intern

May 2025 – August 2025

Twilio

Tempe, AZ

- Migrated 12+ Email team services from AWS SDK Go v1 to v2, achieving 81% completion while resolving cross-package dependency issues and shipping to production without interrupting email delivery.
- Built and demoed a reusable AI-assisted migration workflow using GitHub Copilot, with prompt optimization and multi-LLM testing, adopted across 3+ engineering teams.
- Maintained CI/CD pipelines using Docker and Buildkite, conducted code reviews, updated API documentation, and filed bug reports, accelerating release and improving reliability for SendGrid's Multi-Account Access feature.

DAAD RISE Research Intern

May 2024 – August 2024

Hochschule Kaiserslautern

Zweibrücken, Germany

- Redesigned the VR fitness simulator UI in Figma using usability heuristics, based on a study of 15+ academic and industry sources, which improved user navigation and satisfaction.
- Built procedurally generated 3D environments in Unity (C#) using OpenStreetMap data, delivering varied training scenarios that matched users' fitness levels and increased engagement.
- Integrated Bluetooth health sensors for real-time data visualization of 6 health and performance metrics, improving accessibility across different age groups and fitness levels.

PROJECTS

SWE ASU iOS App | *Swift, Xcode, Firebase*

January 2025 – May 2026

- Developed a community app for a 400+ member student organization, with shared photo system, event management, attendance tracking, and push notifications; beta testers rated experience 4.5/5, with 100% confirming usefulness.
- Built a Swift portfolio across 4 app categories: 2D game, camera utility, venture pitch platform, and GPS app, applying frameworks such as SwiftUI, UIKit, CoreLocation, and AVFoundation.

Nowhere Collective | *Next.js, React, TypeScript, Firebase, Twilio SendGrid*

August 2025 – May 2026

- Built an end-to-end email notification system using Firebase Cloud Functions and Twilio SendGrid, supporting 6 notification types across 50+ active users; resolved bugs in existing in-app notification logic during implementation.
- Developed and iterated profile setup and REMaker profile pages across sponsor-driven design cycles, contributing to 11 epics over 10 sprints in an Agile/Scrum workflow to standardize UI consistency on a live-user platform.

LEADERSHIP EXPERIENCE

Director of Public Relations | *Society of Women Engineers at ASU*

April 2025 – May 2026

- Led and mentored a PR committee, growing chapter reach through content strategy that achieved up to 13K views, with individual posts reaching up to 7K accounts, and expanding following to 2,500+ across social channels.

Community Assistant | *University Housing*

July 2023 – May 2025

- Supervised a community of 50+ students and planned 15+ events with housing staff to foster inclusion, drive engagement, and provide crisis support.

TECHNICAL SKILLS

Programming Languages: Python, Go, Java, JavaScript (React, p5.js, d3.js), HTML, CSS, Swift, C, C++, C#

Tools & Frameworks: AWS, REST APIs, Docker, Buildkite, CI/CD, GitHub Actions, PostgreSQL, Airtable, Unity

Design & Media Tools: Adobe Creative Cloud (Premiere Pro, Illustrator, InDesign, Photoshop), Figma, Canva