Tanisha Dhami

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Skills summary

Languages: Python, C, C++, Java, Typescript, JavaScript, HTML5, CSS3, SQL, R, Kotlin, Golang Technologies: TensorFlow, Git, Data structures, Algorithms, React, Linux, Bash scripting, MongoDB

Education

University of Waterloo BCS in Computer Science, Specialization in AI

Sept 2022 - Dec 2026

- ∘ GPA: 92% (transcript 🗹)
- o Coursework: OOPs, Data structures, Algorithms (advanced), OS, Computer Architecture
- Scholarships (\$19,500): From University scholarships for academic excellence and engagement

Technical courses Online

∘ 2023 Coursera: Understanding SQL syntax (certificate ∠)

Experience

Software Engineer Intern

Rippling

May 2025 - Aug 2025

San Francisco, CA

- Designed and built the complete internal console for a new **Banking** product using **Django** (**Python**), **Typescript** and **MongoDB**, removing the need to access user data directly in prod
- Implemented end-to-end tracking and debugging of applications and payment requests using temporal
- Allowed generation of monthly account statements and sending emails to users with role-based permissions

Software Engineer Intern

Toronto, ON

Secoda

Jan 2025 - Apr 2025

- Built analytics dashboard by storing metrics in S3 from nightly celery tasks, then fetched and displayed
 the data as widgets using React and Typescript
- Generated dynamic cover image for page with widgets using asynchronous cron jobs
- Improved prompt engineering for advanced output format; integrated anthropic models by structuring JSON.

Software Engineer Intern

Remote, Toronto, ON

Console One

May 2024 – Aug 2024

- Independently built full-stack features using React.js, JavaScript, AWS, Redis, Neo4j
- Added functionality to make shared workspaces and publish them to a community from scratch
- Designed and built a robust search functionality using vector search with pagination, enabling efficient data retrieval with schema using multiple fields and user interaction history

Full-stack Developer and Research Assistant

Waterloo, ON

University of Waterloo

 $May\ 2023 - Aug\ 2023$

- o Part-time RA for the project "Rhetoricon", researching how rhetorical figures reflect brain structure
- Annotated literary figures for training LLMs, and fix issues, using Golang, React, MySQL, and Docker

Backend Developer

Remote, SF, CA

Matrice.ai

May 2023 - Aug 2023

- Worked on the python SDK as the primary engineer, guided and reviewed code of other members
- Added ML dataset transfer process using API calls from Amazon S3 to MongoDB using Golang
- \circ Added the feature to the front-end as well, in **Javascript**, even though I was a backend engineer

Projects

I have made a Kotlin mobile app ∠, a C++ interactive chess game ∠ with AI mode, a convolutional neural network for spiking neurons ∠, hosted a 10-week "Starting from Scratch" ∠ live Scratch course on Youtube, and more. Read more at my website ∠