TECHNICAL SKILLS

Languages: Javascript, Python, Typescript, Swift, Java, C++, HTML, CSS Frameworks: Spring Boot, Django, FastAPI, Node.js, Express.js, React.js, Next.js, Vue.js, Redux, Gulp Dev Tools: Git, GitHub, Docker, Kubernetes, Jenkins, AWS (S3, EC2, Lambda, SES), GraphOL, Kafka, Figma Databases: NoSQL (MongoDB , DynamoDB) , SQL (MySQL , PostgreSQL) , Redis Skills: Full Stack, Mobile App, Unit Testing, Version Control, CI/CD, DevOps, Agile, Scrum, SDLC Certification: iOS & Swift - App Development Bootcamp

EXPERIENCE

Software Engineer

Tuvalabs Inc.

- Designed and developed 10+ interactive, customizable charts with React, Raphael.js, and FastAPI, deployed on AWS, transforming complex data into engaging visuals that spark curiosity in math and science
- Engineered child-safe AI chat service using RAG with vector database, achieving 85% accurate responses, and filtering off-topic queries for safety
- Assisted in integrating NLP models and built AI content moderation systems, achieving 40% higher accuracy
- Architected frameworks, improved code quality and stability by 30% through frontend auto-layout and solid unit tests

Software Engineer Intern - iOS

Esri

- Achieved 10% performance boost for 'Field Maps' native iOS app (6.6M downloads) using Swift 5 and SwiftUI, improving workflows and user experience
- Collaborated closely with senior engineers to refine features, accelerating updates and ensuring smoother releases in Agile
- Pioneered app's first UI automation tests; used ArcGIS SDK for geospatial feature development with MVVM architecture
- Expanded the automated testing suite, leading to 20% faster bug detection and significantly improving software reliability

SES Student Software Developer

Stevens Institute of Technology

- Delivered robot tracking web app with D3.js, React, Node-Red, MongoDB, LiDAR sensors, helping 1.5K+ students • Created robust microservices-based app to visualize real-time sensor data, boosting mechanical labs efficiency by 40%
- Coordinated with stakeholders in Agile environment, engaged in pair programming daily scrum for faster project delivery

Co Founder and Software Engineer

Trionic Technologies LLP

- Developed and deployed spindle monitoring system leveraging Spring Boot, Next.is, MOTT, Kafka, and AWS, achieving efficient processing of 1M+ data points per second with optimized memory management
- Collaborated on microservices architecture, improving data flow and reducing system downtime by 25% in production
- Shaped roadmap for 5+ products, launching 30+ features, driving \$80K revenue growth by aligning with market needs
- Catalyzed 15% SaaS growth by excelling in customer service and project management in consumer-facing environment

PROJECTS

LearnLab E-learning Platform

ReactJS, Tailwind CSS, Material UI, GCP, Firebase Auth, FireStore DB, Bitbucket, Jira

- Led app development in a team of 4 developers to build scalable e-learning platform using React.js, architecting component structure for interactive learning modules tailored to university students
- Enhanced user experience with features like smart video playback resumption, faster searching, custom video player and secure authentication, adhering to ally and WCAG accessibility standards for inclusive learning mode

Synth Music Streaming Service

NodeJS, ExpressJS, NextJS, TailwindCSS, Cloud Firebase, Redis, Vercel

• Built music streaming platform with Spotify API; implemented personalized playlists & ML-based track recommendations • Automated and streamlined development workflow with CI/CD pipelines, integrating code quality and security checks; optimized performance using Redis caching and Vercel, reducing deployment time by 30%

Augmented Reality RoomCapture iOS App

Swift, SwiftUI, RoomPlan, ARKit, QuickLook

- Engineered iOS app using Swift, SwiftUI, and ARKit for rapid room scanning and 3D modeling, reducing measurement time by 70% and enhancing 3D tool integration through USDZ exports
- Leveraged iOS frameworks (RoomPlan, QuickLook, Observation) to optimize performance across all iPhones and iPads

EDUCATION

Stevens Institute of Technology Master of Science in Computer Science, GPA: 3.97 Charotar University of Science and Technology

Bachelor of Technology in Computer Engineering, GPA: 3.92

USA

India

May 2024 - Present

USA

USA

May 2023 - Dec 2023

Jan 2023 - May 2023

Aug 2021 - Jan 2023

USA May 2024 India May 2022