

ADHIRAJ JAIN

Software Engineer

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ACADEMIC BACKGROUND

RMIT UNIVERSITY

Bachelor of Software Engineering 2020-2023

GPA: 3.8 (A/HD)

Activities:

- Competitor at 2023 Robocup in Bordeaux France
- Student Engagement Officer @HackMelbourne
- PR Officer @RMIT INDIAN CLUB
- Peer Mentor @RMIT

DLDIV MODEL SCHOOL, INDIA (High School)

Physics, Chemistry, Mathematics, Comp. Science 2017-2019

Score: 87.25%

Activities:

- Head Boy (2018-2019) & Vice-Head Boy (2017-2018)
- President @HASH 6.0 & Vice-President @HASH 5.0

CAREER BACKGROUND

Uniware & PAPERLESS WAREHOUSING

Software Developer Jan'24 – Present

- Developed and optimized core application features, enhancing critical warehouse operations; managed DevOps responsibilities, including feature deployments and CI/CD pipeline creation for a newly developed web interface of the application using GitLab runner.
- Led the deployment of major software upgrades at customer sites, ensuring seamless integration of new version releases.

Development Support Analyst (Part Time) Mar'23-Dec'23

Software Development Intern Jan'22–Feb'23

- Designed, implemented, and supported SOAP interfaces for all customer sites, including a new modern interface using python with legacy system (perl) compatibility.
- Provide client support and advice by analyzing, resolving bugs in the application's core codebase, ensuring enhanced functionality and performance.
- Developed an API testing application using Django framework to support the testing of new integrations.

CODING NINJAS

Teaching Assistant Internship Dec'20 - Apr'21

- Solving 300+ doubts monthly based on core Data Structures & Algorithms problems and evaluating course projects in python.

TECHNICAL SKILLS

Proficient with:

Python3 · C++ · Java · Ruby · HTML/CSS · JavaScript · React · Spring Boot · Django · MySQL · PostgreSQL · DynamoDB · Premiere Pro · Lightroom Classic · Photoshop · Filmora

SOFT SKILLS

Outstanding: Leadership skills · Time & Tasks Management · Communication skills · Team Collaboration

CERTIFICATIONS

- The Web Developer Bootcamp 2021 – March '21
- Data Science & Machine Learning Course – June '20
- Data Structures & Algorithms in Python - Dec '19
- Introduction to Python - Dec '19
- Microsoft Office Specialist – May '17

TECHINCAL PROJECTS

RMIT ChatGPTAI Capstone Project - Nov'23

- Aim: The primary goal of the project is to increase CTR (Click Through Rate) by 10%.
- This software will be used to analyse and identify the best performing paid search advertisement in targeted countries.
- It will help RMIT to test and optimise ad copy by analysing which versions of an advertisement perform best and adjusting accordingly.
- The project scope was expanded to web scrape ads from all universities around the globe to identify key elements in ads.
- Technology Used: React, Flask, AWS, GitHub, Python, Pandas.

PAC-MAN PROJECT - Nov'23

- Aim: To apply an array of AI techniques to play Pac-Man using foundational AI concepts.
- Used informed state-space search like A*, UCS etc., and multi-agent search like minimax and expectimax algorithms using Python.
- Used reinforcement learning such as MDPs, value iteration, Q-learning and probabilistic inference techniques.

ROS Search & Navigation - April'23

- Aim: Enable an autonomous robot to explore, locate objects, map them, and return to its start while plotting its path.
- Used wall follower algorithm to explore area; quaternion to Euler fn. to derive coordinates etc.
- ROS packages Used: rospy, husarion_ros, rosbot_description, std_msgs, move_base_msgs, actionlib_msgs

Bookeroo E-commerce Web App - Oct'21

- Aim: To make an ecommerce web application for books.
- Followed TDD and agile style of development.
- Integrated PayPal API for checkout
- Tools Used: React, Spring boot, AWS Amplify, AWS Beanstalk, CircleCI (CI/CD), GitHub, Docker.

Qwirkle A 2-player Board Game - May'21

- Aim: To Implement a board game called Qwirkle using Object Oriented programming.
- Implemented complex software algorithms with immense use of Data Structures and algorithms.
- Developed test cases to verify the game's functionality in both standard and edge case scenarios. Language used is C++