

Aditya Jain

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Results-driven software developer with over 5 years of experience, including both professional and amateur work. Adept at managing independent projects and collaborating effectively within a team. Possesses a range of valuable skills and a strong commitment to continuous learning and growth. Highly motivated to contribute to the company's success by leveraging my expertise and passion for software development.

EDUCATION

University of Passau

Master of Science in Computer Science / Minor in Information and Technology

Passau, Germany
July, 2023

- **Relevant Coursework:** On-going thesis research on "Generation of Prohibited Content Using Dall-E2 and Its Outpainting Editor Through Circumventing Banned Words".
- **Projects:** Secure Ripple-Based Mobile Payment System for Smart Vehicles, Custom Data Retrieval System in VR using Unity and Vuforia.

Vellore Institute of Technology

Bachelor of Technology in Computer Science / GPA – 7.5

Chennai, India
July, 2015 – Aug, 2019

- **Relevant Coursework:** Final semester research internship at University of Plymouth, United Kingdom.

WORK EXPERIENCE

AD IT Systems

Software Developer (DevOps)

(Remote) Nuremberg, Germany
Sep, 2021 - Present

- Effectively managed critical back-end issues such as development, testing, debugging, security and deployment.
- Successfully developed *Customer Relationship Management* and *Data Management Systems* using **Django**, **Postgres**, **Redis**, **Prometheus**, **REST API** etc.
- Streamlined application deployment by working on **GitLab CI/CD**, **Docker**, **Kubernetes**, **Helm Charts**, **Redis**, etc. to develop and implement highly scalable, reliable and efficient applications.
- Hands-on experience with additional tools like **SonarQube/Black** (Code Quality Inspection), **Lens** (Kubernetes IDE), **Confluence/Notion** (Documentation), **Miro** (Collaboration), **OpenStack**, **Unleash** (Feature Flags), etc.

Duftar Limited

Lead Software Engineer

(Remote) London, United Kingdom
Oct, 2019 – Sep, 2021

- Developed an AR-based solution retrieval ecosystem, custom-built for different environments and problems, using **Android** and **Unity**.
- Successfully developed an **e-commerce** website for above, on **Django** and deployed it on **AWS**, integrating this as a platform for customers to purchase the custom-built AR modules.
- Created an Android app using **Kotlin** as the front-end for an AR portal. The app provides access to AR modules and includes features such as Custom Voice Search, module accessibility through **Google Cloud Firestore** authentication, and more.
- Created multiple profitable AR modules on **Unity** using **Vuforia AR SDK**. These modules identify targets and display the intended solution, guiding the user through GIFs, images, and text.
- Implemented a streamlined **Enterprise Mobility Management** process using **Google's Enterprise Management** for our organization. This enabled us to effectively control the distribution and usage of applications.
- **Utilized Google Play Console** to release the applications on our **Managed Play Store**, making them available for distribution to all provisioned devices.
- Developed a customized **Facial Recognition** platform for a private firm using **Python** and **OpenCV**, intended for use in Covid-19 detection and user authentication within the ecosystem.
- Designed a custom **object detection system** using **TensorFlow**, **Python**, **LabelImg**, and using the **SSD ResNet50**, **COCO dataset** to test and train the data.
- Proficiently deployed **AWS** services, including **EC2**, **RDS (PostgreSQL)**, **Route 53**, **Lambda**, **SES**, and **S3**, for multiple projects.

University of Plymouth

Undergrad Research Internship

Plymouth, United Kingdom
Jan, 2019 – Jul, 2019

- Developed an engaging **Android** application in **Kotlin** as a part of my final semester project.
- The application aimed to teach young children and non-tech-savvy individuals about Internet Security using **Gamification** techniques.
- Utilized quizzes, puzzles, videos, and other games to make the learning experience fun and competitive.

DDB Mudra Group

Graphic Design Intern

New Delhi, India
Mar, 2018 – June, 2018

- Collaborated with teams from renowned companies such as Google, Facebook, and Olay on multiple projects.
- Successfully designed logos for their events and private functions, consistently delivering high-quality designs within tight deadlines.
- Demonstrated a strong ability to work collaboratively with diverse teams and embrace feedback to produce exceptional work.

SKILLS & INTERESTS

Computer: Python (and associated libraries including NumPy, pandas, SciPy, OpenCV, etc.), JavaScript, HTML, CSS, Node.js, React, Kotlin, YAML, SQL, MySQL, PostgreSQL, MongoDB, Django, CI/CD, Git, GitLab, GitHub, Docker, Kubernetes, Helm, Redis, Prometheus, REST API, Black Android Studio, Unity, Vuforia, TensorFlow, Amazon Web Services (AWS), Google Cloud Platform (GCP), OpenStack, SonarQube, Lens, Confluence, Notion, Miro, Linux, Unleash, Adobe Photoshop, Adobe Illustrator, etc.

Side Projects: Created Portfolio Websites, Cryptocurrency monitoring Algorithm, Telegram Bots, Discord Bots, Chatbots using different LLM models and [Oobabooga's text-generation-webui](#), Raspberry Pi based mini IoT systems for temperature detection, and more.

Languages: English, Hindi, German.

Interests: Watching Movies, Playing Video Games, Coding, Debating, Travelling.