Aitik Gupta

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EDUCATION

Indian Institute of Information Technology, Gwalior

Integrated Bachelors and Masters in Information Technology

Madhya Pradesh, India July 2018 - Expected May 2023

Experience

Software Engineer Intern

Mercari JP | Homepage | Blog | C2C Marketplace | 20M+ MAU

Tokyo, Japan; Onsite

- June 2022 July 2022 • Migrated seller-home microservice to homogeneously serve web among other clients (Android/iOS), achieving
- feature parity hinted to 38% users, enabling faster experimentation formerly limited by client's fixed release cycles • Decoupled the focal RPC fragment logic using hexagonal pattern in v2 API during 4 listing microservices merger

Backend Engineer Intern

Bangalore, India; Remote

FamPay Inc. | Homepage | FinTech | 5M+ users

September 2021 - January 2022

- Revamped referral engine with a conditional data structure, fixing bugs in production impacting ~130K rewards
- Implemented endpoints and 4 HCC entities to get user's monthly transaction summary, masked card, VPA, etc.
- Modularized rewards status engine to incorporate allocation & processing of temporary claimed reward conditions

Google Summer of Code

Remote

NumFOCUS, $sub-org: Matplotlib \mid Project \mid Report \mid 560M+ installs$

June 2021 - August 2021

- Revisited library's core module to migrate from font-first to text-first approach with a caching layer, along with multi-font embedding; affecting 100% workflows (virtually the complete userbase)
- Devised a per-glyph Font-Fallback algorithm, letting text renderer find each by iteratively parsing further families
- Handled Font-Subsetting (valuable for CJK & commercial fonts), reducing output PDF/PS document sizes by 90%

Software Engineer Intern

Pune, India; Remote

RapidQuest Solutions | Homepage | Healthcare | 10K+ users

July 2020 - December 2020

- Improved and integrated native cross-platform C++ codebase with Android JNI wrappers, processing with TFLite
- Built a utility to improve patients' journey by facilitating 100% online physical rehabilitation, animating 3D characters' armatures using body movements, removing redundancy in angle measurements by 80% withal

TECHNICAL SKILLS

Languages: Python \cdot Golang \cdot JavaScript \cdot C++

Developer Tools: Linux · Git · GitHub · pip · npm · VSCode · PyCharm · Goland · Anaconda · Jekyll

Frameworks | Libraries: Django \cdot ent \cdot Flask \cdot GraphQL \cdot PostgreSQL \cdot MongoDB \cdot ReactJS

Domain Knowledge: Backend Engineering · Font/Text Rendering · Machine Learning

Projects

SocioMark | FastAPI, ReactJS, MongoDB, OpenCV

April 2021

- Engineered the steganography module which embeds/decodes a unique user id (SHA) inside an image in the form of 256-bit binary digits, additionally implementing the logic behind when to encode/decode
- Defined and developed the backend endpoints, their routes, model architectures and database schema in FastAPI
- Deployed the server (Heroku) and client (Netlify) with 3 linter checks for every pull request via GitHub-Actions

VSCode-GitHub-Projects | TypeScript, Apollo GraphQL, Svelte

March 2021

- Launched an extension that brings GitHub's Projects into Visual Studio Code with more than 15K downloads
- Established persistent GraphQL communication by polling between 3 WebViews rendered by Svelte and GitHub

swi-ml | Python Library, NumPy, CuPy

February 2021

- Authored a lightweight Python library with more than 2K installs, implementing a subset of machine learning algorithms written from scratch - with a switchable runtime backend
- Interfaces acceleration on a 1-core CPU backend as well as on a multitude of cores on GPU with CUDA backend

Publications