ANIKET YADAV

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Software Engineering MS student (ASU, 2026) with internship experience in Android video apps, backend API development, and large-scale data systems; proficient in Python, Java, Go, C++, and building scalable products used by real users.

RELEVANT EXPERIENCE

Software Developer Intern | Jio Platforms Ltd | Mumbai, India **Feb 2023 - Apr 2023**

- Contributed to improving a multimedia Android application by optimizing video playback performance using ExoPlayer while collaborating with a 5-member team.
- Implemented JSON parsing and SQLite integration for improved offline access and user experience.
- Collaborated with cross-functional teams to gather requirements and deliver features aligned with user needs.
- Improved app performance by 5% through code optimization, debugging, and efficient memory management.

EDUCATION

Master of Science in Software Engineering, Arizona State University **GPA 3.56/4.0 | Expt May 2026**
Coursework: Advanced Data Structures, Agile Development, Software Validation, Verification and Testing

Bachelor of Engineering in Information Technology, Mumbai University **GPA 8.77/10.0 | 2019 - 2023**
Coursework: Honors in Data Science,AI/ML, Web Development, Cloud Computing, Database Management Systems, IoT, Computer Networks

SKILLS

Languages, Frameworks	*Python, Java, Go, C++, C#, JavaScript, pytest, Flask, React, Angular, NodeJS*
Databases	*Kusto, MySQL, PostgreSQL, NoSQL, MongoDB, Redis, Spark, Hadoop, Azure, AWS*
Tools & Technology	*LLMs, RAG, Unity 3D, Selenium, Linux, Docker, Kubernetes, Android Studio*

ACHIEVEMENTS

Tank Fest (Unity Game Developer) **Jan 2023 - May 2023**

- Designed a 3D Unity/Blender game published on Google Play with 100+ downloads and 4.7 rating.
- Gained expertise in scripting, asset management, and performance optimization.

PROJECTS

LLM Red-Teaming Platform for Prompt Security (link) | Python, FastAPI, MongoDB **Aug 2025 - Dec 2025**

- Built an automated LLM red-teaming platform testing 1,000+ adversarial prompts, uncovering semantic drift exploits that raised jailbreak bypass rates from 22% to 35%.
- Designed a 3-layer Prompt Firewall (rules + DistilBERT + LLM) achieving <5% false positives and cut visual prompt-injection success 42% to <9% using OCR sanitization.

Semantic Sports Analytics Platform (link) | Python,Apache Jena Fuseki, Flask, React **Jul 2024 - Nov 2024**

- Built scalable REST APIs to serve analytics queries with sub-2s latency for large datasets (200K+ records 5+ datasets), enabling high-precision knowledge retrieval.
- Optimized 20+ SPARQL queries on Apache Jena Fuseki to achieve 1.2s average latency and delivered 10+ analytics insights via Flask + React with 100% query accuracy

Fine-tuning LLMs (FLAN-T5,Llama 2) (link) | Python, PyTorch, Hugging Face **Jul 2023 - May 2024**

- Fine-tuned FLAN-T5 for dialogue summarization, achieving 18% quality improvement.
- Enhanced Llama 2 for Python code generation, achieving 5% improvement in accuracy and efficiency.