Aryan Dadnam

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○ https://aryad1379.github.io/landing-page/

Summary

Driven and detail-oriented Software Engineer with a strong foundation in programming, backend development, and system architecture. Skilled in Java, Python, JavaScript, C++, and React, with experience building scalable, high-performance systems and implementing AI-driven solutions. Proficient in full-stack development, CI/CD pipelines, and database management, with a track record of delivering robust and efficient code.

Work Experience

UC Davis   **Jun 2022 - Sep 2022**
Software Engineer and Researcher Intern
- Researched on a platforms for automated emotion recognition using physiological signals.
- learned and Applied AI and machine learning techniques for emotion detection and analysis.
- Collaborated with team members to integrate research findings into practical applications.

Revature   **Jan 2025 - Mar 2025**
Java intern
- Developed programming skills in Java, SQL, RESTful API Construction and Spring Framework
- Implemented project work including construction of functional REST APIs using Test Driven Development methodologies
- Completed 108 Coding Activities
- Showcased understanding of concepts through fourteen evaluations
- Leverage Java APIs to write algorithms to solve various challenges and problem sets

Moss Amigos   **Mar 2025 - May 2025**
Machine Learning & Web Developer Intern
- Developed and deployed TensorFlow-based image classification models to detect moss ball health status and style (Stylish vs Not Stylish).
- Built a full-stack web application using Flask, JavaScript, and HTML/CSS, enabling users to upload images and receive real-time predictions.
- Designed the app's user experience (UX) in Figma, focusing on accessibility and clarity for non-technical users.
- Created backend APIs for model inference, handled image preprocessing, and integrated prediction endpoints with the frontend.
- Maintained clean Git workflows, resolved merge conflicts, and documented all setup steps in a developer-friendly README.md.
- Collaborated with cross-functional team members and actively supported feature testing and model improvement.

Projects

Task Manager   **Jun 2024 - Jun 2024**
- Led a team to design and develop a secure, database-driven task management application using Python, JavaScript, CSS, HTML, Py4web, and Vue.js.
- Created technical specifications by analyzing conceptual designs and business requirements, ensuring adherence to coding standards and best practices.
- Developed automated unit tests to validate application performance and functionality.
- Applied knowledge of debug methods to effectively troubleshoot software application, improving system performance by 30%

Data Management System   **May 2020 - May 2020**
- Led a team to create custom data structures for managing animal records at the San Francisco Zoo, utilizing Hash Maps, Linked Lists, and Binary Search Trees.
- Managed data for 1,600 animals, applying SQL for efficient data handling and retrieval.
- Implemented efficient back-end solutions using node.js

Spring Social Media Blog API   **Feb 2025 - Mar 2025**
Revature
- Developed RESTful APIs: Built endpoints to manage user accounts (registration, login) and messages (create, retrieve, update, delete) using Spring MVC.
- Implemented Data Persistence: Utilized Spring Data JPA to interact with MySQL database, ensuring smooth storage and retrieval of user and message data via AccountRepository and MessageRepository.
- Validated User Input: Applied input validation and error handling to ensure robust user registration and message management, responding with appropriate HTTP status codes (e.g., 400, 409).
- Built Service Layer: Designed service classes (AccountService, MessageService) to handle core business logic and interact with the database.
- Spring Framework Best Practices: Leveraged Spring Boot for dependency injection, auto-configuration, and database integration.

- Testing and Quality Assurance: Wrote unit and integration tests to ensure the reliability of all endpoints and features, using Spring Test annotations.

Education

University of California Santa Cruz   **Sep 2021 - Jun 2024**
Bachelor, Computer Science   *Santa Cruz*
- **GPA:** 3.4

Skills

- Python, C#, C++, C, Java, JavaScript, Shell scripting, SQL, HTML, CSS, AWS, PostgreSQL, SQL Server, BULMA, Vue.js, Py4web, React, VS Code, GitHub, Android Studio, Eclipse, VirtualBox, Unix, Linux, Anaconda Navigator, UTM, Microsoft Office (including Excel), R, Gradle, IntelliJ, Git, Committed, self-motivated