Atharva Kamble

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EDUCATION

Northeastern University	Boston, MA
Master of Science, Computer Software Engineering, 3.9/4	Present

Relevant coursework: Applications Engineering and Development, Cryptography and Encryption

University of Mumbai	Mumbai, India
Bachelor of Engineering, Electronics and Telecommunications, 8.6/10	2022

TECHNICAL SKILLS

Programming Languages	Python, Typescript, JS, Java, C, Go, C#
Database	SQL Server, MySQL, Oracle, MongoDB
Tools and Frameworks	React, Angular, Redux, Git, Node, Flask, Linux kernel, JSON

WORK EXPERIENCE

Raftlabs Co, Software Development Engineer Intern — Dublin, Ireland (Remote) | February 2022
- Engineered a highly scalable POC of an e-commerce app for coupon distribution using React, GraphQL, and Nest.js
- Drove the development of an end-to-end business strategy tool for Shopify owners as a Full Stack Software Engineer, facilitating smooth consumer product purchases through Facebook live streams using webhooks.
- Built Instantor Rewards, a loyalty app that helped local businesses in Dublin increase their sales by 46% using React, GraphQL, Hasura, and Kubernetes
- Developed an automation cron script using Python REST API and GitHub Actions for blogs and subreddits assisting to reach a maximum of 17000 views per month

Trivia Software, Python Developer Intern — July 2020
- Developed a student management and user interface platform tool with Django, and SQLite
- Integrated video conferencing, an online quiz platform, documentation and a visualization toolkit for analyzing student grades and intake

ACADEMIC PROJECTS

Present - A presentation app
- Built an animation-first approach presentation app on the web using React, Next.js API routes, and MongoDB
- Implemented SOLID principles to optimize the React codebase for minimum latency while rendering slides

OpenCollab - Research Collaboration Platform
- Designed, and modeled a data-driven platform for quick research workflow for industry experts and researchers
- Led a team of two engineers to add features like version control, paper editing, live researcher collaboration, an automated testing module, and a troubleshooting feedback microservice

EdHub - Distributed learning
- Conceptualized, collaborated, and programmed a user-driven, engaging, and intuitive Udemy-like application in Java, Swing, and PostgreSQL as part of the Application Engineering Course during the Fall of 2022
- Implemented authentication, validation, and course creation integration by professors, and enrollment by students
- Added an admin dashboard with sorting, and filtering for deep analysis

Relations builder
- Developed a full-stack application that establishes relations with people and enhances networking among people
- It uses a depth-first approach to find potential relatives on the web API using Express hosted on Heroku
- Frontend logic is dynamically rendered using React along with Material UI components

PixelVibe - 2D art generator (Open source project)
- Implemented a pixelated art generator web application with HTML Canvas, and Javascript that uses MDN's experimental API for canvas manipulation
- Ranked 8th out of 300 projects in the annual Girlscript Summer of Code 2021 hackathon with over 140 stars