Harshith Gamini

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IIT Bhubaneswar

Electrical Engineering Final Year Undergraduate

CGPA: 8.70/10



Education _

Indian Institute of Technology, Bhubaneswar

2022 - 2026 (Expected)

Bhubaneswar, Odisha

B.Tech in Electrical Engineering (CGPA: 8.70/10)

Erramiana

May 2025 - July 2025

Experience $_{-}$

• **Zscaler** | Cybersecurity from AI to Zero Trust

Intern - $Software\ Development$

- Prototyped a self-service QBR system by customizing Apache Superset with slide-based dashboards, dynamic filters, and native PPT export; contributed improvements upstream.
- Designed a dimensional QBR Datamart using Trino, Iceberg, and S3 to simulate production data flow and validate the architecture to enable fast, structured querying for QBR use cases.
- Delivered a scalable BI solution reducing report generation time by 50% and validating Superset as a complete QBR replacement.

• Pulse | Agentic AI Platform for Product Teams

May 2024 - July 2024

Intern - Software Development

- Developed and optimized user authentication, onboarding flows and integrated third-party tools like Jira and Slack, improving onboarding and workflow efficiency.
- Built and maintained robust front-end API integrations, ensuring seamless data exchange and enhancing system reliability and user experience.

Projects

• Apache Superset | (Open Source Contributor)

June 2025 - Present

• Contributed layout and theming fixes upstream to support enterprise reporting; collaborated with Superset maintainers on PRs and issue resolutions.

• Spotify Clone | (Frontend)

July 2024 - August 2024

- Developed a high-performance Spotify clone using Next.js, Supabase, and Tailwind CSS, focusing on delivering a responsive and user-friendly interface.
- Implemented core features—including real-time music streaming, playlist creation, and secure user authentication to mirror Spotify's functionality.
- Integrated Supabase for backend and data storage ensuring seamless interaction between the frontend and backend.

• Chess AI Engine — (Ongoing)

Dec 2024 - Present

- Developed a robust Chess AI using advanced algorithms and machine learning techniques, incorporating elements like mini-max and alpha-beta pruning to enhance decision-making and strategy formulation.
- Designed and implemented the Chess AI software using Python, ensuring efficient code architecture and performance optimization.

Technical Skills

- Programming Languages: C, C++, Python, Javascript, Typescript
- Frameworks/Libraries : ReactJS, NodeJS, Express
- Tools: MongoDB, Git, Matlab, VS Code, Jupyter Notebook
- Soft Skills: Leadership, Event Management, Active Listening, Teamwork

Positions of Responsibility

• Quiz Society, IIT Bhubaneshwar

April 2024 - April 2025

Governor

- Organized and conducted multiple quizzes while leading a team to ensure smooth execution of events.
- Mentored junior members of the Quiz Society, providing training sessions and resources to help them excel in quizzes.

• Tensor - Machine Learning Club, IIT Bhubaneshwar

April 2024 - Present

Member

Mentored juniors providing guidance and resources to help them get started in Machine Learning.