

Jyothi K

Information Science Engineer — Java & Backend Development — Software Engineering

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Summary

Final-year Information Science student with strong backend-development experience in Java, REST APIs and test automation. Worked on scalable systems and RAG/LLM-based features; collaborative team-player with a focus on maintainable code and strong problem-solving skills. **Available for internships and entry-level backend roles.**

Work Experience

Headrun Technology

Intern

Bengaluru

May 2025 – Jul 2025

- Collaborated in an agile team on a live company project; contributed features, fixes and deployments.
- Used Git/GitHub workflows, participated in code reviews and debugging.
- Coordinated with mentors to integrate features and troubleshoot production issues.
- Strengthened communication, teamwork and problem-solving in a professional environment.

Education

T John Institute Of Technology

B.E., Information Science and Engineering

Aug 2022 – Present

Projects

2D Shooting Game in Java (Wild Blue Yonder)

Sep 2024 – Nov 2024

- Built an event-driven 2D shooter using Java Swing with collision detection and enemy AI.
- Implemented state transitions and optimized rendering loop for steady FPS.

Multitenant AI Chatbot System

May 2025 – Jul 2025

- Architected multitenant system to ensure isolated, secure access for multiple organizations.
- Integrated frontend and backend for real-time queries and document uploads.
- Implemented FAISS-based document search and REST APIs for admin/document workflows.

Skills

Languages: Java, Python (basic), SQL

Core Concepts: Data Structures & Algorithms, OOP, REST APIs, Problem Solving

Frameworks/Tools: Java Swing, Git, GitHub, VS Code

AI / ML: LLaMA, Retrieval-Augmented Generation (RAG), FAISS Indexing

Testing: Basic Unit Testing in Java

Collaboration: Git workflows, code reviews, team projects