

JYOTHI K

Information Science Engineer|Java & Backend Development|AI Enthusiast
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Final-year Information Science student skilled in backend development, scalable system design, and test automation. Experienced in building applications using Java, REST APIs, and AI/ML techniques. Collaborative team player with strong problem-solving skills, delivering high-quality, maintainable software.

WORK EXPERIENCE

Headrun Technology — *Intern*
Bengaluru

Aug 2025 – Jul 2025

- Collaborated with a team of developers in an agile environment, contributing to a live company project.
- Gained hands-on experience with Git/GitHub workflows, code reviews, and debugging in a team setting.
- Coordinated with mentors to integrate features, troubleshoot issues, and deploy updates effectively.
- Developed teamwork, communication, and problem-solving skills in a professional work culture.

EDUCATION

T John Institute Of Technology — *Information Science and Engineering*

Aug 2022 – Present

PROJECTS

— *2D Shooting Game in Java (Wild Blue Yonder)*

Sep 2024 – Nov 2024

- Designed and developed an event-driven 2D shooter game using Java Swing.
- Implemented collision detection, enemy AI, and state transitions for smooth gameplay.
- Optimized rendering loop to maintain consistent frame rates.

— *Multitenant AI Chatbot System*

May 2025 – Jul 2025

- Architected a scalable multitenant architecture ensuring isolated, secure access for multiple organizations.
- Integrated frontend and backend for real-time query processing and document uploads.
- Implemented document search using FAISS indexing, improving query response relevance.
- Developed RESTful APIs for document handling, admin workflows, and client-specific search

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: Large Language-Models (LLaMA), RAG,-FAISS Indexing
- Collaboration: Git,-GitHub, Team Projects
- Testing: Basic Unit Testing in Java