



WAHIB KAPDI

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◦ DETAILS ◦

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◦ LINKS ◦

[Portfolio](#)

[Github](#)

[Linkedin](#)

[Youtube](#)

◦ SKILLS ◦

Game and XR Development

Web Development

Robotics and IoT

3D Modelling

Natural Language

Machine Learning

REST API

◦ LANGUAGES/Frameworks ◦

Python

Javascript/Typescript

Node JS

Pytorch

C++

Unity3D

C#

PostgreSQL

Java

MongoDB

OpenCV



PROFILE

I am a software engineer with 1 year of professional and 3+ years of freelance experience. I specialize in Web Development, XR, NLP, HCI, and Image Processing. Interested in researching HCI and ML.



EDUCATION

Bachelors of Engineering in Electrical and Electronics Engineering, Birla Institute of Technology and Science, Pilani, Pilani, Rajasthan

August 2018 — June 2022

Graduated in first class in a batch of 300 students with a GPA of 8.68/10.



EMPLOYMENT HISTORY

Software Developer at Oracle, Bengaluru

September 2023 — Present

- Developed user interface for the oj-sp-smart-search and added caching support to show suggestions based on recent searches. Using OJET, Preact with VDOM architecture.

Member of Technical Staff at Oracle, Hyderabad

July 2022 — August 2023

- Developed an **abstractive summarization model using BRIO summarization** saving 80% computation power compared to the previous implementation using Hugging Face and
- Ideated and Developed a **B2B content marketing platform to help the business deliver personalised and engaging content** and analyze their engagement which saved \$500,000 per year by replacing outsourced technology using **OJET, HTML, CSS, Oracle Infinity Analytics**.
- Developed **features for Oracle Content Cloud, including Video Transcription** (viewing and editing) and **importing/exporting site packages from the Content Cloud**. Used **Cohere, FabricJS** and **HTML Canvas Objects**.

Innovation and Automation Intern at JP Morgan Chase & Co., Mumbai

January 2022 — June 2022

- Developed a solution for generating summaries of multitudes of emails received by the analysts using **extractive summarization and OCR using Python and Alteryx**. This innovation saved roughly 140 hours of work on a yearly basis according to the CTC of the company.
- Developed **dashboard and automated report generation using Alteryx and Tableau** for business units to expedite data consumption. This process saved the company another 200 hours a year.
- Researched the automation of analysis of peer banks' 10K and 10Q declarations** to generate a peer bank performance report.

Server Technology Intern at Oracle, Bengaluru (Remote)

April 2021 — June 2023

◦ HOBBIES ◦

Chess, Drawing, Wrestling and MMA.

- Developed a **reporting tool for system troubleshooting with a weekly, monthly and quarterly subscription system** in Oracle Cloud. Used **Java, HTML, ADF** Architecture.



EXTRA-CURRICULAR ACTIVITIES

Instructor for Introduction to Game Development at Center of Technical Education, BITS, Sancoale

January 2019 — June 2020

- Taught a student-run course on Introduction to Game Development to over 40 students using Unity 3D, C# and Photon Unity Networking.
- The topics covered in this course included 3D Modelling and Textures, Computer Graphics Making AI Agents, SOLID coding framework, Object Oriented Programming and Multiplayer Games.

Senior Developer at Developer's Society, BITS Goa

July 2019 — December 2021

- Actively developed Games and Websites for College Fests such as Quark and Waves 2019.



HIGHLIGHT PROJECTS

Comprehensive Exam Scheduling and Seating Allotment Web Application

July 2020 — December 2021

- Ideated and Developed the AUGSD Web Application for Comprehensive Examination Seating and Scheduling which the college department later used.
- This application achieved a 10x faster task completion as over the usage of spreadsheets.
- This application was built using postgresSQL, React, and Express.

eXtended Reality Exposure Therapy

January 2021 — June 2021

- A project to support XR Exposure Therapy using mobile phones under doctors prescriptions.
- This application supported VR therapy (Claustrophobia and PTSD) and AR therapy (Arachnophobia and Entomophobia) and allowed patient to change the intensity of the therapy.
- This application was built using Unity3D, Google AR Core and Blender.

ROS based Semi Automated Wheelchair

July 2021 — December 2021

- We were able to set up a simulation environment in Gazebo with the help of ROS, and spawn obstacles.
- Designed a Kinect and LiDAR equipped Wheelchair in Blender3D for the physical representation of the idea.
- With the help of Kinect, we are able to traverse along a line in the world - one that will be generated in the path planning module of our wheelchair.
- Used OpenCV for obstacle detection and responding based on the obstacle characteristics.

AR Gaming Platform with Tinder-like Matchmaking

July 2021 — December 2021

- Gamer's Galaxy, included AR games tower defence and bowling where people could play with stranger by matching with them using tinder-like swiping and chatting.
- This application was built as a part of InOut 7.0 and raised over 10,000 INR from crowdfunding.
- It was built using Unity3D Engine, Firebase and Photon PUN.