# KARTIK PATIL

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## EDUCATION

**Master of Science,**                                                        08/2022 – 05/2024
**Binghamton University, State University of New York**          Binghamton, NY, USA
- Computer Science

## TECHNICAL SKILLS

- **Languages:** Javascript, Typescript, Python, Java
- **Web Development:** HTML, CSS, Bootstrap, TailwindCSS, React, Redux, Node JS, Express, Webpack, JSON Frameworks, REST.
- **Database / Networking:** PostgreSQL, MongoDB, SQL
- **Tools:** Jenkins, Jira, Supabase, Firebase, Docker, Git, GitHub, Postman, Notion, VS Code, BitBucket, Kafka, Confluence, Adobe Experience Manager

## PROFESSIONAL EXPERIENCE

**Associate Software Engineer, Accenture**              02/2021 – 08/2022 | Pune, India
- Implemented a robust Microservices architecture for e-commerce application with Kubernetes and Docker to Enhance system scalability and reliability employing distributed system principles
- Collaborated closely with a cross-functional development team in an Agile environment and worked on integrating Kafka and Adobe experience manager to Salesforce CRM increasing customer experience
- Implemented optimised server-side code, leading to a notable 15% boost in performance
- Developed a database schema and objects that resulted in a 35-45% decrease in data retrieval time
- Implemented a feature to facilitate detection of fraudulent accounts within the payment processing system resulting in a notable reduction of 20% in fraudulent accounts, significantly enhancing security
- Integrated the Salesforce CRM system with various APIs, resulting in a 30% increase in lead conversion rates and a 20% increase in customer retention
- Worked with QA team to develop unit testing and functional testing for the applications to ensure their reliability and functionality throughout the development life cycle
- Applied SCRUM methodologies to manage and prioritize tasks, resulting in improved project efficiency and timely delivery of features

## PROJECTS

**Hangman Game** 🔗                                                                        01/2024
- Developed a fully functional Hangman game using React for the front end, Express.js for the back end, and MongoDB for database storage.
- Implemented responsive UI components using React, enhancing the overall gaming experience for players.
- Designed and developed the server-side logic using Express.js, ensuring smooth communication between the client and server for seamless gameplay.
- Integrated MongoDB to store and manage game data, allowing for persistence of user scores and game states.

**Video Narration** 🔗                                                                        11/2023
- Employed OpenAI's GPT-4 Vision model API to analyze and comprehend the visual content within each frame.
- Utilized OpenAI's Text-to-Speech (TTS) model API to convert the generated script into a captivating narration.
- Employed Pygame for dynamic audio playback, enabling real-time preview of AI-generated audio.
- Combined the enhanced audio with the original video using MoviePy, resulting in a final output that brings together the visually stunning wildlife footage with an engaging AI-generated narration.

**Task Tracker** 🔗                                                                        04/2023
- Developed a task-tracking web app utilizing React, JavaScript, HTML, and CSS.
- Enables users to effortlessly save, delete, and edit tasks.
- The app is fully responsive, providing a seamless experience on both desktop and mobile devices.