

Nihar Lodaya

📍 New York ✉ niharlodaya7@gmail.com ☎ +1 (347)-494-8434 🌐 NiharLodaya

Summary

Software Engineer with 2+ years of experience building scalable Java/Spring Boot microservices, automating CI/CD pipelines, and delivering reliable AWS/Azure deployments. Skilled in test-driven development, agile collaboration, and ML integration—proven to accelerate release cycles and enhance application reliability.

Work Experience

Software Engineer, Aurionpro Solutions Limited 05/2022 – 08/2023

- Engineered Java/Spring Boot microservices with RESTful APIs to streamline workflows
- Packaged 12 services into Docker containers and deployed on AWS/Azure for 99.9% uptime
- Orchestrated CI/CD pipelines with Jenkins and GitLab CI, slashing manual deployments by 90%
- Authored JUnit and Mockito test suites covering 95% of the codebase
- Collaborated in two-week sprints with product and design teams to roll out features
- Refined SQL schemas and tuned complex queries to boost database performance

Skills

Languages — Java, Python, C++, JavaScript, SQL, HTML, CSS

Developer Tools — Amazon Web Services (AWS), Postman, Git, Docker, Azure, MongoDB

Libraries/Framework — Spring boot, ReactJS, NextJS, NodeJS, TensorFlow, Flask, PostgreSQL

Education

Master of Science Computer Science - Software Development, 05/2025
Marist University (formerly Marist College) GPA - 3.63

Bachelor of Science - Computer Science, 05/2022
Mumbai University

Projects

Emotune: Audio Emotion Analyzer [🔗](#)

- Trained a 1D-CNN on the RAVDESS dataset (2,440 audio clips across 8 emotions), extracting 40 MFCC features per sample
- Achieved 94.8% accuracy and 0.95 macro F1-score on the test set after 50 epochs, reducing preprocessing time by 20% through optimized pipelines
- Implemented dropout (0.2) and max-pooling layers to prevent overfitting, boosting minority-class F1 by 12%
- Visualized performance with confusion matrix and classification report, ensuring > 90% recall across all emotion classes

The Hero's Journey - 2D Action-Adventure Game

- Built a 4-level Processing side-scroller in 3 months with platforming, upgrades, and a final boss
- Crafted varied levels (forest, cave, castle, village) to boost player immersion
- Added checkpoints and story cards, cutting restarts by 30%. Tuned the game loop for a stable 60 FPS on Mac and Windows
- Authored design docs and reports to streamline QA and collaboration

Getaway - www.getaway.vercel.app [🔗](#)

- Independently developed an online hotel room booking website named "Getaway" in three weeks
- Leveraged a robust technology stack—including Next.js, React.js, Redux, Express.js, Node.js, MongoDB, Cloudinary, and Stripe—and deployed the project on Vercel
- Delivered a seamless user experience featuring intuitive navigation, secure Stripe-integrated payments, and efficient database management with MongoDB