NILAKSH DUREJA

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EXPERIENCE

Data Engineer (FinTech)

Regedge LLC

May 2025 - Aug 2025 New York - Remote

- Designed, developed, and optimized ETL workflows in Informatica PowerCenter to extract, transform, and load data from heterogeneous sources into data warehouses.
- Implemented custom Java based transformations, and validations to ensure accuracy, integrity, and consistency across various sources.
- Automated generation of 3 recurring business reports by building a Python based service that processed data and exported formatted Excel files, reducing manual effort and report preparation time by 16%.
- Participated in code reviews, followed Agile methodologies, improving code quality and development efficiency.

Full-Stack Software Developer

Nov 2022 - April 2025

Development Monitors LLC

Washington DC - Remote

- Worked as a full-time intern at a fast-paced startup, actively contributing to project discussions and presenting project milestones to end-users, later on converted to a full time position.
- Designed and maintained a PostgreSQL Database to store 5000+ infrastructure points.
- Improved retrieval time, and API response time by 41% (from $548\text{ms} \rightarrow 320\text{ms}$) by applying a basic of Huffmann coding algorithm for pipe data, wherein each pipe contained more than 100 coordinates.
- Collaborated in a team of 6 to develop a Python based QGIS Plugin, to map and visualize Water Supply System of 2 Indian, and 1 Nepali municipality, enabling real-time data retrieval and seamless interaction with the visualization layer.

SKILLS

Technical Skills Data Structures, Algorithms, Data Analytics, Informatica, NLP (spaCy, NLTK)

Python, JavaScript(ES6+), TypeScript, C/C++, Shell Scripting, SQL Languages

Distributed Systems Apache Hadoop, Apache Spark (PySpark, SparkSQL, MLlib)

Frameworks Flask, NodeJS, ReactJS, NextJS, TailwindCSS, PyTorch, ExpressJS PostgreSQL, MongoDB, REST APIs, Jira, AWS, GitHub, Docker Others

PROJECTS

Tresses US (Try it here)

• Led backend development and deployment operations for a commercial freelance project in a team of 4, delivering a robust and scalable product to clients on schedule.

2048 Game (Try it here)

• Developed a MERN stack clone of 2048 game. Integrated user authentication and high-score tracking to boost engagement, and deployed the application on Heroku and Vercel with optimized build environments for enhanced performance and scalability.

WSEMQT

• Contributed to a research paper during a summer internship under Dr. Priyanka Bhutani, successfully implementing Shannon's entropy algorithm within a 2-month timeline, yielding impactful results.

EDUCATION