

SaiNithinGoud Kurremula

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SUMMARY

Software Engineer specializing in AI-driven applications, full-stack development, and scalable cloud systems. Proficient in Python, C++, Java, and JavaScript, with experience building LLM-integrated microservices, real-time APIs, and multi-platform apps. Skilled in LangChain, OpenAI API, React, Node.js, and AWS, with a strong foundation in algorithms, data structures, and distributed systems. Passionate about developing intelligent, user-centric software optimized for performance and reliability.

TECHNICAL SKILLS

- **Programming Languages:** Python, C++, C, Java, JavaScript, SQL, TypeScript
- **Frameworks & Libraries:** React, Django, Flask, FastAPI, Spring Boot, Node.js, Tailwind CSS
- **AI/ML Frameworks:** PyTorch, TensorFlow, Scikit-learn, XGBoost, RAG Pipelines, Multi-Agent Systems, ARIMA
- **Databases & Data Systems:** PostgreSQL, MySQL, MongoDB, Redis, Vector Databases
- **Cloud & DevOps:** AWS (EC2, S3, Lambda), Docker, Kubernetes, CI/CD Pipelines, Kafka, Terraform
- **Tools & Practices:** Algorithms & Data Structures, System Design, Git/GitHub/GitLab, Microservices, REST & GraphQL APIs

EXPERIENCE

Nuubi

Software Developer Intern

Oct 2025 - Present

Remote

- Building AI-powered collaborative learning platform integrating LLM-based insights, real-time chat, and gamified engagement.
- Developed RESTful + WebSocket APIs with Express.js and Socket.io, enabling live group chat and notifications with < 100 ms latency.
- Integrated OpenAI GPT models for summarization, smart text suggestions, and moderation, improving user productivity by 35 %.
- Built React Native (Expo) apps for iOS/Android/Web supporting push notifications and live state sync.
- Collaborated on AI-based recommendation systems leveraging analytics to personalize engagement and retention.

Skyinfolab Software Solutions

Software Engineer

Jan 2024 - Aug 2024

India

- Engineered modular Django + React web applications improving maintainability and reducing API latency by 30 %.
- Designed REST APIs with caching and optimized queries, improving throughput by 25 %.
- Built data layers using PostgreSQL / MongoDB with indexing + partitioning, reducing query times by 35 %.
- Automated CI/CD deployments with Docker + GitHub Actions, reducing release errors and downtime.
- Partnered cross-functionally in Agile sprints to debug, deliver, and optimize production systems.

PROJECTS

E-commerce & Real-Time Analytics Platform

- Designed a microservices marketplace using Node.js, Kafka, and PostgreSQL, with REST + GraphQL APIs and a React frontend, improving page load times by 20 % and throughput by 40 %.
- Built a graph-based recommendation engine using adjacency lists, BFS/Dijkstra, and Redis caching, boosting conversions and reducing stock mismatches.
- Implemented Terraform + EKS CI/CD pipelines with idempotent webhooks and DLQs for exactly-once order processing and improved reliability.

MoneyScale – AI Finance Copilot

- Built a budgeting assistant with a multi-agent pipeline (forecasting + anomaly detection + recommendations) using LangChain, improving categorization accuracy by ~20%.
- Combined time-series models (Prophet/ARIMA) with LLM simulations to generate personalized savings insights, increasing forecast accuracy to ~90%.
- Deployed secure backend with AWS Lambda + PostgreSQL, implementing OAuth 2.0 and automated ETL pipelines.

AI Network Threat & DDoS Detection

- Designed pipeline: parsing & cleaning flow features (80+), scaling, feature selection, and SMOTE for imbalance.
- Trained RF/XGBoost ensemble to 98%+ F1; tracked ROC-AUC, precision/recall; threshold tuning per attack type.
- Packaged the model as a reproducible scikit-learn Pipeline with versioned artifacts; deployed in shadow mode to compare against baseline traffic before enforcing blocks.

EDUCATION

University of Cincinnati

Master's, Computer Science

Aug 2024 - Present

- **Coursework:** Algorithms & Data Structures, Distributed Systems, Web/Cloud Computing, Database Systems, Machine Learning

Backstage Pass Institute of Gaming and Technology

Bachelor's, Computer Science and Game Development

2020 - 2024