Avinash Paluri

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EDUCATION

Georgia Institute of Technology — Atlanta, GA
Master of Science in Computer Science — *Spring 2026*

Rutgers University - New Brunswick — New Brunswick, NJ
Bachelor of Science in Computer Science, Bachelor of Arts in Data Science — *Sept. 2021 – Jan. 2025*

EXPERIENCE

Software Development Engineer — Feb. 2025 – Present
Amazon Web Services — *Seattle, WA*
- Reduced infrastructure costs by 20% by migrating simulation workloads from ECS to a serverless architecture leveraging AWS Lambda and EC2.
- Integrated generative AI with Bedrock, SageMaker, and Anthropic models to enable text-driven simulation creation, increasing customer adoption by 30%.
- Delivered a production-ready Simulation Console that empowers customers to build and manage simulations through a no-code interface.

Software Engineer Intern — May 2024 – Aug. 2024
Amazon Web Services — *Seattle, WA*
- Developed a website using React, JavaScript, and AWS Cloudscape to enable customers to create and execute custom simulations for their AWS bills.
- Integrated REST APIs with AWS S3 and DynamoDB, streamlining data operations and enhancing simulation functionality.
- Collaborated with customers and PMs to deliver a solution that significantly improved usability.

Software Engineer Intern — June 2023 – Aug. 2023
Amazon Web Services — *Seattle, WA*
- Engineered a REST API using Java, Smithy, AWS Lambda, API Gateway, and S3, boosting bill computation efficiency by 50%.
- Automated 85% of regression testing by developing a Validation class in Java, reducing manual QA workload.
- Implemented an extensible validator to reduce processing time by 60% while maintaining high-quality standards.

PROJECTS

Barcode Scanner App | *Swift, SwiftUI, AVFoundation, UPCItemDB API* — Sep. 2024 – Present
- Developed an iOS app that scans barcodes, fetches product details via UPCItemDB, and displays pricing and offers.
- Built a SwiftUI-based interface with real-time scanning feedback and product details view.
- Designed pagination for product offers and integrated AVFoundation for high-performance scanning.

AI-Driven AR Tower Defense Game | *Unity, C#, AR Foundation, Machine Learning* — Aug. 2024 – Present
- Developed an augmented reality tower defense game where players strategically place towers to defend resources against increasingly difficult waves of enemies.
- Integrated machine learning models for difficulty prediction, dynamically adjusting enemy spawns to match player skill level with 85% accuracy.
- Applied computer vision to detect and align real-world surfaces, improving AR tower placement accuracy by 40%.

Minesweeper AI | *Python, PyTorch, scikit-learn* — Jan. 2024 – Apr. 2024
- Developed a CNN that achieved 95% accuracy in predicting mine locations.
- Optimized training pipeline using scikit-learn and TensorDataset to improve efficiency.

Dagger Dash (Blade Ball Clone) | *Roblox Studio, Lua* — Aug. 2025 – Present
- Developing a full-featured Roblox game clone with Lua scripts, UI, monetization, and analytics.
- Implemented core mechanics, asset management, and player progression systems.

TECHNICAL SKILLS

Languages: Java, Python, C/C++, SQL, JavaScript, TypeScript, HTML/CSS, R, Go, Swift, Kotlin
Frameworks/Libraries: React, Node.js, Flask, JUnit, Spring Boot, Material-UI, SwiftUI, GSAP, Framer Motion, Unity
Cloud/DevOps: AWS, GCP, Azure, Docker, Kubernetes, Jenkins, Terraform, GitHub Pages
AI/ML: PyTorch, TensorFlow, Keras, scikit-learn, Pandas, NumPy, Matplotlib, Jupyter
Other: Android Studio, Roblox Studio, ARKit, Firebase, DynamoDB, S3