PARTH SACHDEVA

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EDUCATION

MANIPAL UNIVERSITY JAIPUR

JAIPUR, INDIAAug. 2022 – Present

Bachelor of Technology (Honors)in Computer Science

- o Gained familiarity with DBMS principles.
- Applied knowledge in OOPs and Data Structures
- o Hands-on experience with web technologies

K.R MANGALAM WORLD SCHOOL

GURGAON, INDIA

AISSCE, Mathematics and Computer science

MAR. 2019 – JUNE 2022

- Successfully participated in the AI for Youth Program, enhancing skills in artificial intelligence.
- Completed the AI for Youth Program and developed Pricey, an AI-enabled chatbot providing current market prices of groceries in India.
- o Studied Python programming language and gained proficiency in computer science concepts.

FULL TIME WORK EXPERIENCE

KNOWLEDGE SPATIAL

GURGAON, INDIA

Software Development Intern

 $May\ 2024-Aug.\ 2024$

- Assisted in development of scripts to automate the processing of geospatial data, converting files into Cloud Optimized GeoTIFF (COG) format.
- Worked on map synchronization using OpenLayers, ensuring accurate real-time map updates for multi-view GIS applications.
- Integrated PostgreSQL for data logging and developed database integration scripts to maintain real-time logging and data integrity.

RIGHTCHOICE.AI GURGAON, INDIA

Software Development Intern

JUNE 2023 – AUG. 2023

- o Collaborated with marketing and sales teams to enhance the Local Keywords Finder tool based on user feedback.
- o Supported improvement of tools for managing local online presence through collaborative development.

PROJECTS

ANONSHARE JAIPUR, INDIA

OCT. 2024 – Nov. 2024

- Lead the development of "AnonShare," a privacy-focused file sharing platform enabling anonymous transfers with time-limited links and QR code access.
- O Used **Redis** for session management and **MongoDB** for temporary file storage.
- Introduced LocShare (WIP), a local network sharing mode with password protection for secure peer-to-peer transfers.

LETSTALK JAIPUR, INDIA

MARCH. 2025 – PRESENT

- Co-developing an open-source Python library to simplify LLM integration for game NPCs, with a prototype
 2D game for testing.
- Working on RAG implementation to let NPCs retrieve and use in-game context (e.g., past events, world state) for responses.

SKILLS

- Languages: Python, PostgreSQL, JavaScript, HTML/CSS
- Developer Tools: Git, VS Code, Postman, MongoDb, Replit, V0, Cursor, Windsurf, Trae
- Familiarity with PostGIS, Redis, MongoDb, Node.js, React, Express.js, Flask, FastAPI, HuggingFace
- English, Hindi