

PARTH TAWDE

Software Engineer

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EDUCATION

University Of Illinois at Chicago (UIC)

Master of Science in Computer Science, GPA: 3.71/4.00

August 2023 - May 2024

- **Coursework:** Machine Learning, Web Security Application Development, UI/UX Research Methods, UI Design, Data Visualization

Bachelor of Science in Computer Science, GPA: 3.63/4.00

August 2019 - May 2023

- **Coursework:** Data Science, Data Structures, Database Management System, Object-Oriented Programming, Android Development

WORK EXPERIENCE

Trust Your Supplier, Chicago, IL

August 2024 - June 2025

Software Engineering Intern

- Developed a modular React UI dashboard with buyer-specific state management and an interactive data table displaying 2,582 suppliers, featuring advanced filtering and navigation to streamline resolution workflows and personalize portal experiences
- Designed RESTful APIs using NestJS with TypeScript, following the controller-service-repository pattern, streamlining backend logic for supplier ranking, CRUD operations, and portal-specific data flows
- Contributed to Agile development practices via daily stand-ups, sprint planning, and cross-functional collaboration, resulting in a 15% reduction in project delivery timelines
- Collaborated on a CI/CD pipeline by working across feature branches, resolving merge conflicts, and deploying stable builds
- Utilized JIRA for workflow management and authored over 40 Swagger-documented API endpoints to support robust development
- Engineered efficient data indexing and filtering algorithms to improve ranking accuracy and optimize performance for large-scale supplier datasets, reducing query latency across the pipeline
- Built an accordion-based detail view for international addresses and developed a separate Moody's data module using conditional logic (readyForPreload flag) to visually differentiate resolved and pending records

Learning Technology Solutions, Chicago, IL

August 2023 - May 2024

Technical Specialist

- Partnered with faculty to build and enhance digital courses using Blackboard, Echo360, and Panopto, integrating custom Java-based elements to improve content delivery and user engagement
- Provided front-line technical support to professors and students, communicating technical concepts to non-technical audiences
- Utilized the TeamDynamix (TDX) ticketing system to manage service requests and ensure timely, high-quality support
- Resolved course setup misunderstandings by clearly communicating solutions and aligning technical steps with faculty needs

QA-Mentor Software Testing Expert Company, Mumbai, India

May 2021 - August 2021

Software Engineering Intern

- Automated CI/CD pipeline steps using Python scripts to integrate machine learning models into production systems, reducing deployment time by over 30% and ensuring fast iteration cycles
- Participated in Agile sprints to enhance the CertCentral platform, conducting integration testing, resolving high-impact bugs, and applying problem-solving skills in collaboration with developers to maintain web performance and platform stability
- Redesigned UI templates with a user-centric approach and integrated them into the CI/CD workflow, improving navigation efficiency by 30% and boosting user engagement by 25%
- Collaborated with cross-functional teams on creating products tailored to meet customer needs using optimization techniques such as linear programming, leading to an increase in user engagement metrics by approximately 30%

PROJECTS

Language Omegle - Video Calling Application

August 2023 - December 2023

- Built a user-friendly video calling interface with 99.9% uptime using Socket.IO for real-time communication
- Integrated AI-powered tools like Azure Speech-to-Text and Azure Translate for seamless multilingual interactions
- Used React for the UI and Twilio API for implementing video calling features

Memories Project

February 2023 - March 2023

- Built a full-stack social media platform using the MERN stack with MVC architecture, creating backend APIs using RESTful design
- Implemented reusable React components, optimized state with Redux, and reduced query latency by 90% through indexing
- Used MongoDB to store user data and implemented secure token-based login, and leveraged Redis for managing access tokens

The Maze Game

January 2021 - February 2021

- Developed an interactive maze game using gyroscope and swipe gestures for navigation, ensuring seamless and responsive user controls
- Integrated an AI heuristics algorithm enabling users to play against a dynamic AI opponent, offering an engaging single-player experience. The adaptive AI adjusted strategies in real-time based on player behavior, increasing player retention by 30%
- Spearheaded design discussions with peers during A/B testing phases, leading to actionable insights that improved user engagement metrics by 25% while optimizing overall platform performance based on real feedback

TECHNICAL SKILLS

- **Programming Languages:** Java, Python, C++, JavaScript, C#, SQL, MySQL
- **Software Development:** Node.js, Express.js, React, Redux, RESTful API, Object-Oriented Programming, Microservices, Agile
- **DevOps & CI/CD:** Docker, Kubernetes, Terraform, Jenkins, Ansible, GitHub Actions
- **Cloud, Security & Tools:** AWS, Azure, Google Cloud, IAM, Encryption, GitHub, Git, Bitbucket, Jira, Postman, MongoDB