

Aarab Nishchal

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Education

Kalinga Institute of Industrial Technology Bachelor of Technology in Computer Science Relevant Coursework: Data Structures & Algorithms, System Design, Machine Learning, Operating Systems, DBMS, API Design, Distributed Systems, Performance Optimization.	Expected May 2026
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Experience

Software Development Engineer Intern, Unstop	Sep 2024 – Present
• Optimized the platforms code execution engine by analyzing backend bottlenecks in 300+ algorithmic problems; refactored C++/Java logic to reduce average runtime latency by 15% .	
• Architected internal automation pipelines to validate problem constraints and test cases, ensuring 99.9% uptime for the problem statement delivery API during high-traffic hackathons.	
• Engineered comprehensive test suites for technical assessments, achieving 100% code coverage on edge cases to eliminate false positives in candidate grading.	

Technical Projects

CppTestGenAI: Automated C++ Unit Test Generation System <i>C++, Ollama, LLM, Python</i>	[GitHub]
• Built an automated unit test generation tool that parses C++ project structures (headers/source) to construct dependency graphs without cloud API calls.	
• Integrated a local quantized LLM via Ollama to analyze code logic and generate self-correcting test cases, achieving an 80-85% accuracy rate on generated coverage reports.	
• Designed a log-parsing engine that compares "Expected" vs "Actual" outputs to auto-generate regression reports, reducing manual testing overhead by approx. 40% .	

Orphia: Text to Music Generative AI System (RNN/LSTM) <i>Python, LSTM, Next.js, Hugging Face</i>	[GitHub]
• Team Lead: Led a 6-person engineering team to build a dual-pipeline generative audio system that converts text prompts to high-fidelity melodic tracks.	
• Designed a hybrid ML pipeline chaining Metas MusicGen for base audio with a custom-trained RNN/LSTM model (trained on Euro-folk KRN datasets) to refine beat prediction and tempo alignment.	
• Optimized the end-to-end inference API to process and render audio in under 60 seconds , handling cross-origin requests via a robust Next.js middleware.	

Algo Visualizer: Algorithm Visualization Platform (Pathfinding & Sorting) <i>TypeScript, Next.js</i>	[GitHub]
• Engineered a high-performance interactive visualizer for Pathfinding (Dijkstra, A*) and Sorting algorithms, capable of handling 2,000+ grid updates per execution.	
• Solved React rendering bottlenecks by implementing aggressive memoization strategies and extracting state logic, maintaining a consistent 60fps (16ms frame time) during heavy DOM manipulation.	
• Implemented a responsive grid system that supports variable execution speeds and dynamic array resizing without triggering full-page repaints.	

Technical Skills

Languages:	C++, Java, JavaScript (ES6+), TypeScript, Python, SQL (PostgreSQL/MySQL)
Core Engineering:	Data Structures & Algorithms, System Design, OOP, REST API Architecture, CI/CD, SEOs
Web & Tools:	React.js, Next.js, Node.js, Docker, Git, Convex DB, Suberbase, MongoDB, Tailwind CSS, Linux/Bash
AI & ML:	PyTorch, LSTM/RNN Architectures, LLM Integration (Ollama/LangChain), Hugging Face APIs

Certifications

- AWS Academy Cloud Foundations** Amazon Web Services
- Problem Solving (DSA)** HackerRank
- Scientific Computing with Python** freeCodeCamp
- API Fellowship Program** Keploy