

Samir Varma

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EDUCATION

Rutgers University, New Brunswick - Honors College <i>B.S. in Computer Engineering, B.S. in Mathematics, Minor in Physics</i>	GPA: 3.967/4.000 Aug. 2023 – May 2027
• Involvement: IEEE Honors Society, Honors Academy Events Committee, Data Science Club, Rutgers Blueprint	

EXPERIENCE

Data Science Intern <i>AT&T</i>	June 2025 – Aug 2025 Middletown, NJ
• Built and deployed Isolation Forest-based intrusion detection services via Scikit-Learn to flag malicious IPs from high-volume network telemetry, processing 3M+ traffic records with low-latency inference.	
Software Engineering Intern <i>Stealth Mode Startup</i>	Jan. 2025 – Apr. 2025 San Francisco, CA
• Engineered vision-language photo editing pipelines by integrating OpenCV , Grounding DINO and Segment Anything (SAM) , translating natural-language prompts into segmentation masks and targeted image edits.	
Machine Learning Research Assistant <i>Rutgers University</i>	June 2024 – Apr. 2025 Piscataway, NJ
• Implemented Actor–Critic reinforcement learning agents in PyTorch within the CARLA autonomous driving simulator, designing modular policy, value, improving policy learning by 14% .	
• Built an experimental evaluation framework to compare DQN vs. Actor–Critic architectures , instrumenting reward curves, convergence behavior, and policy stability across parallel simulation runs.	
• Optimized training throughput via batched environment rollouts , GPU-accelerated inference (CUDA) , and structured logging (TensorBoard) , reducing experiment iteration time by 26%	

PROJECTS

NexusML <i>Go, Python, FastAPI, GitPython, Typer, Scikit-Learn, PyTorch, Amazon S3, Google Cloud SDK, Docker</i>	
• Engineered a two-plane ML inference platform combining a Go-based inference proxy using dynamic batching to achieve 10× GPU utilization and a FastAPI model server supporting sklearn/PyTorch models and S3/GCS loading; containerized and orchestrated via Docker/Docker Compose .	
• Designed a Git-integrated model versioning CLI that ties ML artifacts to commits via lightweight JSON metadata, enabling reproducible deployments while keeping repositories lean with S3/GCS storage .	
NextLevel <i>JavaScript (Node.js, Next.js/React), TypeScript, MongoDB, Tailwind CSS, AWS (Lambda, S3)</i>	
• Developed a full-stack game review platform using Next.js , React , TypeScript , Node.js , and MongoDB , integrating the IGDB API to serve metadata for 400K+ games, with secure authentication, RESTful API endpoints , and scalable data models supporting user reviews and ratings.	
• Implemented review creation and engagement features with a responsive Tailwind CSS UI and AWS (S3, Lambda) backend services, supporting 30+ active users with reliable media storage and low-latency page loads.	

TECHNICAL SKILLS

Languages: Java, Python, GoLang, C/C++, SQL, JavaScript, TypeScript, HTML/CSS
Frameworks & Libraries: React, Node.js, Next.js, Tailwind CSS, Flask, Django, FastAPI, PyTorch, TensorFlow, Scikit-Learn, Pandas, NumPy, Matplotlib, BeautifulSoup, Selenium
DevOps, Cloud & Databases: Git, GitHub, GitLab, AWS, GCP, Databricks, MLflow, Docker, Kubernetes, Apache Airflow, MongoDB, Postgres, MySQL