Sammit Kulkarni

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SUMMARY

Enthusiastic Software Engineer with 2+ years' experience in application development and managing cloud infrastructure. Seeking a challenging role to contribute to innovative projects and further develop engineering skills.

WORK EXPERIENCE

- **Software Engineer** (July 2023 – Present)
  Cloudninetek LLC, Charlotte, NC (Remote)
  - Created highly available and scalable infrastructure in AWS cloud by using various AWS services like EC2, VPC, Auto scaling, ELB, RDS, Route53, Elastic Beanstalk.
  - Used terraform to configure run time, creation time, update time and lifecycle options.
- **Software Engineer** (September 2022 – June 2023)
  American System Integrators, Irvine, CA (Remote)
  - Built S3 buckets and managed policies for them. Used S3 bucket and Glacier for storage and backup on AWS.
  - Implemented alarms in CloudWatch service for monitoring the server's performance, CPU Utilization, disk usage etc. to take recommended actions for better performance.

TECHNICAL SKILLS

- Languages: Java, Python, C/C++, Assembly, MySQL, HTML, JavaScript
- Platforms: Linux/Unix, AWS, GCP, Unreal engine
- Other: TCP/IP, UDP, System Design, OOP, pandas, scikit-learn, Git, Jenkins, Bamboo, Docker, Kubernetes, Chef, Ansible, Terraform.

CERTIFICATIONS

- AWS Certified Solutions Architect (October 2024)
- AWS Certified Cloud Practitioner (May 2024)
- Unreal Engine 5 C++ Developer, Udemy (October 2023)
- Supervised Machine Learning: Regression and Classification, Coursera (October 2023)
- Data Analysis with Python, IBM (August 2023)

EDUCATION

- California State University San Marcos
  Bachelor of Science in Computer Science (May 2022)
  Honors: *Cum Laude* (GPA: 3.67 / 4.0)
- Dean's List (Fall 2019, Spring 2020, Fall 2020, Spring 2021, Fall 2021)

PROJECTS

- **A simplified bitcoin system**
  Created two full nodes and two clients using Python and socket programming. When there are 4 transactions in the list of temporary transactions, a full node will remove them from the list and mine a block with them.
- **Crypt Raider**
  A challenging puzzle game built using C++ and Unreal Engine. In this game, players navigate a series of intricate chambers, deciphering cryptic puzzles and unraveling the mysteries of a forgotten tomb.
- **Deep Learning Based Age and Gender Recognition**
  Used OpenCV to predict gender and age for facial images.
- **Music Box**
  Created a web music player with audio-visual effects using HTML and JavaScript.