# Satadru Jati

Computer Science Engineer About me: satoruzati.netlify.app satadrujati3317@gmail.com | +91 70035 59449 linkedin.com/in/satadru-jati | github.com/SatoruZati Kolkata, West Bengal, India

#### **EDUCATION**

B.Tech Computer Science, University of Engineering & Management 2020-2026

Kolkata

**GPA: 8.48/10** (Till 5th Semester)

• Coursework: Object-Oriented Programming (OOP), Data Structures & Algorithms (DSA), Artificial Intelligence (AI/ML), Cloud Computing, Database Management Systems (DBMS)

AISSCE, Techno India Group Public School, Chinsurah
AISSE, Techno India Group Public School, Chinsurah
2022

Scores: 84.6% (AISSCE), 96.4% (AISSE)

# TECHNICAL SKILLS

Languages: Python (NumPy, Pandas), Java, SQL, HTML5, CSS3

Cloud Tech: AWS (EC2, S3, Lex), GCP, Cloud Architectures, Salesforce CRM

ML Frameworks: PyTorch, TensorFlow, YOLOv8, Roboflow, Google Colab

Tools: Google Workspace, VS Code

Game Dev: Unreal Engine 5 CRM Tools: Salesforce

Methodologies: Agile SDLC, Test-Driven Development

#### PROFESSIONAL EXPERIENCE

#### Python Developer, CodSoft (Remote)

Jul-Aug 2024

- $\bullet$  Engineered GUI-based task management system using Tkinter & SQL
- Architected JSON contact book with CRUD operations handling 1000+ entries
- GitHub: github.com/SatoruZati/CODSOFT

# Web Content Writer, TutorialsPoint (Remote)

2022 - 2023

- $\bullet$  Published 50+ technical articles (avg. 1500 words) on DSA & cloud computing with 95% client satisfaction
- Optimized content for SEO, achieving average first-page Google ranking in 3 months
- Collaborated with 10+ subject matter experts to ensure technical accuracy
- Author page: tutorialspoint.com/authors/satadru-jati

# TECHNICAL PROJECTS

# Endless Running Game (Unreal Engine 5.2)

2024

- Developed an advanced endless runner game using Unreal Engine 5.2
- Ensured the game's upgradability for future enhancements
- Implemented proper cloud sync technology for saving player progress
- Future scope for Ray-Tracing features for mobile chipsets

#### Industrial Fire Detection System (Computer Vision)

2024

- Developed a fire detection model using Ultralytics YOLOv8 and a custom dataset of 18,463 images
- Trained the model for 25 epochs with augmentations, blurs, and noise
- Achieved high-performance metrics: mean Average Precision (mAP) of 99.4%, precision score of 99.6%, and recall score of 99.7%
- Implemented using Python 3 in Google Colab with an NVIDIA T4 GPU, SGD, and AdamW optimizers

#### CERTIFICATIONS

Product Management Simulation, EA	May 2024
Project Management Simulation, Accenture	May 2024
Software Engineering Simulation, EA	June 2024
Cloud Computing Training, Acmegrade	Aug 2024
AWS APAC's Solutions Architecture, AWS	Dec 2024