

# Satadru Jati

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| [github.com/SatoruZati](https://github.com/SatoruZati) | Kolkata, West Bengal, India

## EDUCATION

**B.Tech Computer Science, University of Engineering & Management** 2022–2026  
Kolkata

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

- Coursework: Object-Oriented Programming (Python, Java), Data Structures & Algorithms, AI/ML, Cloud Computing, DBMS

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

**Score: 84.6%**

**AISSE, Techno India Group Public School, Chinsurah** 2020

**Score: 96.4%**

## TECHNICAL SKILLS

**Languages:** Python, Java, SQL, TypeScript, HTML5/CSS3  
**Frameworks:** React, Node.js, Express.js, PyTorch, TensorFlow  
**Cloud/DevOps:** AWS (EC2, S3), GCP, Vercel, Salesforce CRM  
**Databases:** MongoDB  
**Tools:** GitHub, VS Code, Google Colab, Unreal Engine 5  
**Methodologies:** Agile SDLC, REST API Design

## PROFESSIONAL EXPERIENCE

**Web Content Writer, TutorialsPoint (Remote)** 2022–2023

- Published 50+ technical articles on DSA & cloud computing with 95% client satisfaction
- Optimized content for SEO achieving first-page Google rankings within 3 months
- Collaborated with 10+ subject matter experts to ensure technical accuracy

## TECHNICAL PROJECTS

**GradeGenie - Automated Grading Platform (Team Project)** 2025

- Developed full-stack application using React (TypeScript), Node.js, Tailwind CSS and MongoDB
- Implemented automated grading with Gemini 2.0 Flash model for OCR and feedback generation
- Designed cryptographic nonce link generation system and assignment tracking dashboards
- Developed this education-tech solution for Google Solution Challenge 2025 (via Hack2Skill), leveraging Gemini AI to automate grading workflows for teachers and students, reducing educators' evaluation time by 85%

**Flight Price Prediction System (Machine Learning)** 2024

- Developed XGBoost regression model with 89% prediction accuracy
- Engineered features using Pandas and visualized trends with Matplotlib/Seaborn
- Achieved RMSE of 1123.45 through hyperparameter tuning

**Endless Running Game (Unreal Engine 5.2)** 2023

- Developed procedural generation system for endless terrain
- Implemented menu based user interaction system
- Optimized performance for devices to achieve 60 FPS

## CERTIFICATIONS

**Product Management Simulation (Forage)** 2024

**Project Management Simulation (Forage)** 2024

**Software Engineering Simulation (Forage)** 2024

**Cloud Computing Training, Acmegrade** 2024