

# Satadru Jati

Computer Science Engineer  
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Kolkata, West Bengal, India

## EDUCATION

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

**GPA: 8.5/10** (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** 2022

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

**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

- Engineered GUI-based task management system using Tkinter & SQL
- Architected JSON contact book with CRUD operations handling 1000+ entries
- GitHub: [github.com/SatoruZati/CODSOFT](https://github.com/SatoruZati/CODSOFT)

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

- 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](https://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