RITIKA GHANTI SOFTWARE ENGINEER

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EDUCATION

Master of Science in Computer Science (GPA: 4.0)

Aug 2023 – May 2025

The University of Texas at Arlington

Software Engineer and Artificial Intelligence specialization

Bachelor of Engineering in Computer Science (GPA: 3.6)

Jun 2019 - Jul 2023

Don Bosco College of Engineering, India

SKILLS

- Languages: Java, Python, C++, JavaScript, Kotlin, PHP, C, C#, SQL, NoSQL
- Database: MySQL, Oracle DB, MongoDB
- Networking: TCP/IP, DNS, IPv4, IPv6, Load Balancing, Routing Protocols, Network Virtualization, HTTPS
- Web Technologies: XML, JSON, Node.js, JavaScript, React, TypeScript, Angular, REST APIs, Junit, Selenium
- Cloud: AWS, Google Cloud, EC2, Kubernetes, S3, Docker
- Operating Systems: Linux Kernel, Windows Kernel, QNX, FreeRTOS, Zephyr
- Artificial Intelligence: PyTorch, NLP, Scikit-Learn, Flask, TensorFlow, OpenCV

EXPERIENCE

Teaching/Researcher - The University of Texas at Arlington

Aug 2024 – Present

- Guided 100+ students in developing effective debugging strategies, improving unit test coverage by 15%
- Clarified complex concepts for students, enhancing their understanding of software design principles
- Collaborated on assignment design, reinforcing concepts in web design and agile methodologies

Software Developer - CodeRelix

Jan 2023 – Jun 2023

- Designed a responsive website using React.js, Node.js, and Java Spring, improving UI performance by 20%
- Developed RESTful APIs and integrated third-party APIs, improving data retrieval efficiency by 30%.
- Implemented unit and integration tests, improving code reliability and reducing bug occurrences by 40%

Software Engineer – Umang Technologies

Jan 2022 – Aug 2022

- Engineered web applications using Laravel, implementing MVC architecture and RESTful APIs for scalability
- Facilitated team collaboration through over 100 Git commits, ensuring seamless version control
- Collaborated with cross-functional teams in an Agile environment, contributing to weekly sprint goals.
- Reduced bug reports by 20% through active participation in code reviews and adherence to coding best practices

PROJECTS

Real-Time Object Detection System (YOLOv5, OpenCV, TensorBoard)

Nov 2024

- Integrated OpenCV for real-time detection and accurate visualization of bounding boxes on images and videos
- Augmented and preprocessed COCO dataset with YOLO format, transformations, and resizing to 640x640 pixels
- Trained YOLOv5 with optimized hyperparameters, monitoring metrics like mAP and loss via TensorBoard

Neural Chatbot (Retrieval Augmented Generation, LangChain, Intel Neural Chat 7B)

May 2024

- Gives 95% accurate responses to questions asked from any uploaded document
- Orchestrated robust integration with LangChain for managing diverse components within the chat system, which
 enhanced operational efficiency and lowered maintenance overheads through automated processes handling
 daily tasks seamlessly
- Integrated BGE Embeddings and Chroma DB to reduce query processing by 30%

Musigi (ReactJS, Shazam API, Selenium)

Apr 2024

- Pioneered a web application that seamlessly fetches and streams music using the Shazam API
- Provide users with an extensive and up-to-date music library using NodeJS, HTML and CSS
- Constructed the backend with NodeJS, achieving a 25% reduction and ensuring smoother user experience
- Implemented **UI testing with Selenium**, reducing user-reported bugs by **20%** and improving application stability

LearnSketch (Python, Kotlin, Android Application Development, MongoDB)

July 2023

- Developed a user-centric mobile app that leverages advanced image recognition technology to identify discrepancies in artists outputs, leading to **40% less time** spent on revisions and increased client satisfaction
- Minimized sketch inaccuracies by 15%, improving user satisfaction and efficiency in art projects
- Optimized the app's performance, reducing the app's load time by 40%, ensuring smooth functionality