

# Soham Chousalkar

+1 (937) 554-2596 • chousalkars1@dayton.edu • linkedin.com/in/sohamchousalkar/

## Summary

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Software Engineer with 1.5 years of experience in backend development, system optimization, and automation. Passionate about AI-driven applications, large-scale distributed systems, and cloud-based architectures. Proficient in Java, Python, C++, SQL, and Bash scripting, with expertise in Docker, Kubernetes, and CI/CD pipelines to enhance system performance and reliability.

## Education

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**Master, Computer Science**

University of Dayton (GPA: 3.7)

Dayton, OH

Expected May 2026

## Experience

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**Associate Software Engineer**

India

Global Payments Asia Pacific

January 2024 – June 2024

- Optimized real-time transaction authorization logic, reducing latency by 30% and increasing approval rates by 13% by refining SQL queries and eliminating redundant checks.
- Led a GitHub repository migration to a new organization using Bash scripting & Linux automation, ensuring zero downtime and full version control integrity.
- Implemented predictive analytics for transaction success rates using Python & SQL, reducing false declines by 15% through early fraud detection.

**SW Engineer 1**

India

NCR Corp./NCR VOYIX

February 2023 - December 2023

- Developed and deployed 5+ major feature enhancements in C/C++, refining financial transaction workflows and optimizing back-end authorization logic.
- Automated Docker container management, cutting manual overhead by 40% and reducing production deployment errors by 25% via proactive alerting.
- Designed and maintained Splunk dashboards, analyzing logs to identify inefficiencies, reducing troubleshooting time by 60%.
- Improved system reliability by creating 50+ automated test cases, ensuring robust transaction processing for 10M+ monthly transactions.

## Projects

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**Interactive JavaFX Suite** – Java, JavaFX, FXML, NetBeans

September 2024 – January 2025

- **Tic-Tac-Toe:** A dynamic JavaFX game with real-time grid updates, and score tracking.
- **Jigsaw Puzzle:** A puzzle game with interactive UI, drag-and-drop functionality and multiple levels.
- **ASCII Art:** A JavaFX tool that converts text into ASCII character drawing, and rendering within a scrollable UI.
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**Air Brush** - Python, Machine Learning, Computer Vision, OpenCV

January 2024 – May 2024

- Achieved 90% accuracy in gesture recognition through 500+ unique gesture samples with a latency of <50ms.
- Enabled painting, erasing, and tool switching, improving workflow by 40% with 95% user satisfaction.
- Compared to classic digital art methods, this tool enhanced creativity up to 60% due to the ease of expression.

**Virtual Campus** - Unity engine, Blender, C#

February 2023 - June 2023

- Built a 3D virtual replica of my undergrad campus in Unity with 95% landmark accuracy based on surveys.
- Modeled 50+ detailed 3D assets in Blender, boosting user engagement by 40% with a first-person perspective.
- Optimized for Android, Windows, and web platforms, expanding accessibility to 30% more users.

## Skills

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**Languages:** Java, Python, C++, SQL, MySQL, Bash.

**Tools:** Docker, MS Excel, JIRA, Visual Studio, JavaFX, Netbeans, Numpy, Unity, Machine Learning, CI/CD, Scrum.