Arman Singh Kshatri

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EDUCATION

IIIT Naya Raipur Raipur, Chhattisgarh
B.Tech. in Data Science and Artificial Intelligence, CGPA: 8.39 2022 – 2026

EXPERIENCE

GreedyGame – Software Engineering Intern Bangalore, India
Technologies: Golang, Kubernetes September 2025 – Present

- Assisted in the migration and integration of Opsgenie for streamlined incident management
- Worked on reducing alert noise across multiple channels (including Telegram) to improve on-call efficiency
- Resolved bugs related to chargebacks, internal wallet creation, and device ID conflict handling, enhancing system reliability and data consistency

BeBetta - Software Engineering Intern Bangalore, India
Technologies: Golang May 2025 - July 2025

- Built backend handler to generate dynamic home feeds and personalize user flow based on app context and user state.
- Developed data pipeline to ingest and store AppsFlyer event data into BigQuery, improving product analysis.
- Contributed to the design and development of scalable, event-driven backend microservices using Golang, with a focus on performance, maintainability, and cloud-native best practices.

CreditSea - Software Engineering Intern Remote, India
Technologies: Kubernetes, Docker, Terraform, ArgoCD, Grafana November 2024 - April 2025

- Implemented robust CI/CD pipelines, reducing deployment times by 40% and improving overall system reliability. Reliability was ensured using probing techniques and roll-out update policies.
- Collaborated with cross-functional teams to ensure seamless application deployment and monitoring using Grafana, Prometheus, and Loki.

PROJECTS

Goback: Distributed Backup System | GitHub

- Technologies: Go, Docker, Distributed Systems
- Created a distributed local backup tool designed to facilitate secure and efficient file backups. The tool includes a client and server component to manage and perform backups across different machines.

Grafana Monitoring Stack | GitHub

- **Technologies:** Go, Kubernetes, Prometheus, Grafana, Docker, Loki
- Set up a monitoring stack using Prometheus and Grafana to visualize and analyze the performance metrics of the simulated faulty backend in Go to generate metrics and logs for monitoring.

Wator-OpenGL | GitHub

- Technologies: C, OpenGL
- Implemented a predator-prey population dynamics simulation using OpenGL, enhancing performance and managing large-scale simulations efficiently through multi-threading.

PUBLICATIONS

"Bhess Engine: A Rust Chess Engine Using NNUE and Zobrist Hashing" - IEEE AIIoT 2024

- Presented novel approaches combining neural network evaluations with classical chess algorithms such as Zobrist hashing and quiescence search.
- Explored the impact of hybrid techniques on search efficiency and game-playing performance.

TECHNICAL SKILLS

Languages: Rust, Go, Python, C, C++, Shell Script, Dart, Typescript, JavaScript
Frameworks: Flutter, React, NextJS, OpenGL, GraphQL
Tools: Kubernetes, Docker, AWS, Firebase, Linux, Git, Terraform, CI/CD Pipelines
Concepts: Distributed Systems, Computer Graphics, Web Development, Cloud Infrastructure, DevOps Practices