# UTSAV CHAUDHARY

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#### **Education**

State University of New York at Binghamton Master of Science in Computer Science Aug 2022 – Dec 2023 3.44/4.00 GPA

# Experience

**Software Engineer**, Midh Technologies, TX

Feb 2024 - Present

- Assisted in fine-tuning Llama 3.2 model on Azure Kubernetes Service (AKS) for scalable, low-latency inference. Built secure RESTful API endpoints with FastAPI, utilizing Azure API Management for auth, rate-limiting, and scalability.
- **Developed** an interactive analytics dashboard, using **React.js** and **D3.js**, featuring advanced visual analytics and **RBAC** through **Azure Active Directory** and **Azure DevOps** for seamless deployment and updates.
- **Developed** official company website using **Next.js**. Implemented dynamic CMS with **RBAC** for admin functionalities & updates. Configured SMTP with **Azure Communication Services** & utilized **Azure App Service** for hosting.
- Implemented a user profile dashboard by integrating Fireblocks SDK & Metamask, enabling on-chain ID creation to streamline user interactions with blockchain assets. Deployed secure and scalable APIs using Azure Functions.

Python Web Developer I, Compendious Medialabs Pvt. Ltd., IN

June 2021 - July-2022

- Developed an in-house data scraping application using Python, Selenium, RestAPI, and Beautiful Soup, building a data pipeline and leveraging Azure Cloud for data storage, analysis, and marketing automation.
- Used NLTK and spaCy for NLP tasks, including text preprocessing & classifying data, improving accuracy & efficiency.
- Developed a data dashboard using the Django framework in Python, integrating dynamic data updates from CosmosDB. Utilized D3.js and Chart.js to create interactive and live charts and graphs based on filters.
- Tested and implemented data filtering techniques in Python utilizing NumPy & Pandas for cleaning & preprocessing data.

Game Developer Intern, underDogs Gaming Studios, IN

March 2019 - July 2019

- Integrated and optimized the **Quarters API** across multiple games, facilitating seamless universal **gaming currency transactions** as part of a **POC** creating **player wallets**, conducting **secure transactions**, and converting **points to quarters**.
- Tested API integration, improving real-time data sync & communication between clients & servers using Python and C#.
- Assisted in implementing secure transaction methods integrating with Unity3D, exp in API best practices & bug fixing.

### **Projects**

AutoGramBot (Generate/Upload) | Python, Django, Azure, APIs, FFMPEG, Selenium

[ Instagram Profile ]

Developed a **Python**-based automation pipeline to dynamically **generate** and **upload English Teaching Reels on Instagram**, utilizing the **PlayPhrase.me API** for raw video collection. Integrated **FFMPEG** for advanced video editing (**overlays**, **image insertion**, and **transitions**), leveraged **WhisperAI** for **generating subtitles** with precise timestamps. Stored processed video URLs in **Azure Blob Storage**. Orchestrated the entire video workflow and **deployment automation** using **Azure Logic Apps** and **CRON jobs**, creating a fully automated, **human-less bot** workflow. Automated **Instagram uploads** using **Selenium**, ensuring **seamless video deployment** and content management within a continuous integration pipeline.

**AssignmentX** | Python, NumPy, Pillow, Django, Android Studio

[ YouTube ]

Developed "AssignmentX", an Android/Web app utilizing Python, NumPy, Pillow, Django, and Android Studio to generate handwritten-like assignments. Achieved 5000+ downloads and 200+ DAUs. Leveraged Pillow and OpenCV2 for OCR-based image processing, integrating a human behavioral algorithm to simulate natural handwriting variations. Deployed a scalable Python RESTful API backend on Azure, utilizing App Services, SQL Database, and Blob Storage. Integrated Django for seamless mobile-web-backend interaction. Enabled SMTP for real-time email functionality, allowing users to send dynamically generated PDFs of assignments. Optimized performance with multi-threading and caching.

## **Technologies**

**Languages:** Python, JavaScript, Java, TypeScript, C++, C#, Rust, Bash, PowerShell, R, Go, Ruby, Swift **Web Technologies:** React, Flask, NextJS, NodeJS, Django, FastAPI, Express, ASP.NET, Angular, HTML, CSS, Jinja, YAML **Databases:** SQL, PostgreSQL, Azure SQL, Redis, AWS RDS, MongoDB, DynamoDB, Firebase, Firestore **Cloud & DevOps:** Azure, AWS, CI/CD, Kubernetes, Docker, Jenkins, Terraform, Ansible, PowerShell, Yarn, NPM, Azure Functions VM Blob, AWS Lambda S3 EC2, RBAC.

Operating Systems: Windows, Linux (CentOS, Ubuntu), macOS, Embedded Systems, RaspberryPi, Arduino APIs and Protocols: REST APIs, OpenAPI, Swagger, WebRTC, SOAP, GraphQL, MQTT, WebSocket, OAuth, JSON-RPC Other Tools & Technologies: Kafka, Jira, GitHub, Nginx, VSCode, Azure AKS, Metamask, Fireblocks, Cron, WebSockets