Aashay Kaurav

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Skills

Languages: C/C++, Python, HTML, CSS, JavaScript, TypeScript. SQL
Databases: MySQL, PostgreSQL, MongoDB
Technologies & Framework: AWS, Docker, React, Rest API, Redux, Dot NET Core.

Work Experience

Aurigo Software Technologies, Bangalore   Feb 2024 - Present
SDE Intern

- Developed an npm package named aurigo-utils to streamline utilities, utilizing webpack bundler with optimizations like Tree Shaking, Hot Module Replacement, and Code Splitting to enhance performance.
- Implemented a robust microservice using .NET Core 6, Redux, TypeScript, and React, integrating Syncfusion library for document viewing capabilities.
- Designed the microservice to efficiently handle documents up to 500 MB, supporting multiple file types including DOC/DOCX, XLS/XLSX, and PDF.

Education

BITS Hyderabad   Aug 2022 - Jul 2024
M.E. in Computer Science and Engineering, *CGPA: 8.73/10*

Relevant Coursework: Operating System, Cloud Computing, Advance Databases, Machine Learning, Advance Computer Networks, Network Security.

Project Work

- **Blog Web Application (2022)** *Tech stack*: *MongoDB, Express, React, NodeJS*
  - Developed a dynamic web application for users to share ideas, thoughts and experiences.
  - Implemented secure user login and registration system.
  - Users can perform CRUD operations within the application.
- **Text-Summarizer Application (2023):** *Tech stack: Python, Docker, AWS ECR/EC2, CI/CD Pipeline*
  - Developed a text summarization application using FastAPI.
  - Utilized Pegasus-CNN model from Hugging Face for summarization tasks.
  - Executed data cleaning, model training, and evaluation processes.
  - Integrated Docker for seamless deployment.Deployed the application using AWS ECR and EC2, establishing a CI/CD pipeline.
- **Tetris Game Project:** *Tech stack: C++, Rylib library*
  - Developed a Tetris game using the C++ programming language and integrated the Rylib library to create an engaging and visually appealing user interface.
  - Implemented the core gameplay mechanics of Tetris game, including the block movement, rotation, collision detection, and line clearing.
  - Developed a scoring system that dynamically calculates the points based on completed lines.

Awards and Certificates

- **GATE CS :** 97 Percentile   • Udemy Courses   • Solved 500+ DSA problems