

Aditya Godse

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EDUCATION

AISSMS Institute of Information Technology

June 2026

Bachelor of Technology in Artificial Intelligence and Data Science

CGPA: 7.72/10, Pune, India

- Minor Course: Instrumentation Engineering

SKILLS

Languages: Python, Go, Javascript, Typescript, C/C++, bash, Perl

Tools: GitHub Actions, CI/CD pipelines, Shell scripts, React, AWS cloud, Google Cloud, PyTorch, PostgreSQL, Three.js

EXPERIENCE

Webmaster, IOIT ACM Student Chapter | *Management, SEO, DevOps*

Sept. 2024 - Present

- Designed and developed the **IOIT TENET** website, reaching 15,000 users within just 3 weeks.
- Increased event registration by implementing custom forms and building visually engaging 3D animations using GSAP, Three.js, and WebGL.
- Moderated a **Web3 panel discussion** at TENET'24 before an audience of 200 students.

Chief Technology Officer, Hosteze (Startup) | *AWS, System Design, GraphQL, Next.js*

Feb. 2024 - Sept 2024

- Led the design, development, testing, and maintenance of the core product, ensuring seamless functionality while maintaining comprehensive technical documentation for the entire codebase.
- Built an internal CRM tool with an ETL data pipeline that analyzes over 500 housing listings weekly to improve customer outreach.

OPEN SOURCE

OpenSSL | *C, Perl, testing, bash*

Oct. 2024 - Present

- Implemented new -cipher CLI option in OpenSSL's req command enabling users to specify private key encryption algorithms, enhancing security flexibility beyond previous default 3DES encryption. (PR:25796)
- Updated default ciphers for req, cms and smime apps, and updated documentation for man pages and usage examples, following OpenSSL's strict coding and documentation standards. (PR: 25839)

PROJECTS

Fun with flags (Multiplayer Game) | *Go, WebSockets*

Jan. 2025

- Designed and developed a web-based multiplayer game with interactive challenges.
- Engineered a full-duplex WebSocket service with Golang for realtime game communication supporting up to 10 concurrent players in multiplayer mode and 10 rooms

headsup (flutter)

Aug. 2024

- Built a mobile game in 1 day to be featured at an event, demonstrating proficiency in rapid prototyping.

Mermaid Mind (Web/LLM) | *Monaco Editor, LLM, Gemini, Next.js, MongoDB, NextAuth, tRPC*

May. 2024

- Created a web application that leverages the Gemini-1.5-pro language model to generate Mermaid diagrams from natural language inputs, streamlining the diagram creation process for technical users.
- Implemented server-side actions using tRPC and managed client-side state efficiently with Zustand.

Moneyball (Android/iOS/Web) | *React Native, JavaScript, Firebase, Google Cloud, Mobile Development*

Feb. 2024

- Cross-platform application to manage financial history with Firebase as a backend.

bittorrent client (CLI Tool) | *Go, Concurrency patterns, Bittorrent, Unit Testing, Bencoding*

Jan. 2024

- Created a lightweight software application to download large files using the BitTorrent protocol.
- A peer-to-peer (P2P) communication protocol for distributing large amounts of data over the internet.

Maharashtra watershed web scraper (python) | *python, Beautiful Soup*

Nov. 2023

- Collaborated on a research project with college faculty, extracting watershed information for over 3000 villages in Maharashtra via web scraping the government site for validating a QGIS model.

OTHER ACHIEVEMENTS

- Title Holder for Asia's Largest Painting on Recycled Paper Canvas (Aug. 2021)
- Scientist of the Year Award in highschool for Active Participation in Science Fairs (Feb. 2019)
- 2-time National Level Rope Skipping Gold Medalist (Double unders & Spot jump) (2016 - 2017)