

Aditya Godse

 github.com/adimail  [adimail.github.io](https://github.com/adimail)  [linkedin/adimail2404](https://www.linkedin.com/in/adimail2404)  adimail2404@gmail.com

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, C/C++, bash, Perl, Go, Javascript, Typescript

Tools: scikit-learn, tensorflow, Pytorch, OpenCV, GitHub Actions, CI/CD pipelines, Shell scripts, Docker, Next.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.

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

Fantasy Sports optimisation algorithm | *Linear programming, XGBoost, PuLP, MLOps, Docker*

Feb. 2025

- Engineered an **AI-driven optimization model** using XGBoost and linear programming (PuLP) to automate fantasy team selection, leveraging extensive research on player stats and game dynamics.
- Pioneered a **multi-constraint algorithm** balancing budget, player roles, and recent form, achieving 32% higher accuracy than traditional rule-based systems.
- Spearheaded end-to-end development: **web scraping ESPN data**, preprocessing with Pandas, and deploying MLOps pipelines for scalable retraining.

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

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

May. 2024

- Built a web application that converts natural language inputs into Mermaid diagrams using LLMs. Fine-tuned **Deepseek R1** on a custom dataset to improve diagram generation accuracy, achieving significantly better results compared to the base model. For production, I used the **Gemini 1.5 Pro** model.
- Designed and implemented the LLM pipeline to process natural language inputs, extract key entities, and generate valid Mermaid syntax. I followed good prompt engineering techniques to ensure high-quality outputs and reduce errors in diagram generation.

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.

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)