ADITYA SHAHAPURE

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EDUCATION

Indiana University, Bloomington, IN, USA   December 2024
Master of Science (MS) in Computer Science   GPA: 3.9/4.0
Coursework: Software-Engineering, Networks-Security, Computer-Networks, Cloud-Computing, Data-Mining

Savitribai Phule Pune University, Pune, India   May 2020
Bachelor of Engineering (BE) in Electronics & Telecommunications   GPA: 8.78 /10.0
Coursework: Data Structures & Algorithms, Object-Oriented Programming, Machine-Learning, Information-Theory

TECHNICAL SKILLS

- **Languages**: Python, Java, SQL, HTML, CSS, JavaScript, TypeScript, C++
- **IDEs/ Software technologies:** VS-Code, IntelliJ, Jupyter, PowerBI, Excel, Git, Github, Docker, AWS, Figma, Jira
- **Libraries/Frameworks**: ReactJS, React-Native, Angular, NextJS, TanStack-Query, NodeJS, Tailwind, Flask
- **Databases:** Oracle DB, MySQL, MongoDB, Firebase Firestore

WORK EXPERIENCE

Research Data Scientist | *Project-990, USA*   August 2024 - December 2024
- Performed zero-shot text-classification in Python using RoBERTa (Hugging-Face) on 270,000+ NPO mission statements to create a labelled dataset for supervised learning, optimizing execution with DeepSpeed and SLURM-based batch processing on an HPC cluster, reducing processing time by 12 hours
- Accelerated model verification by comparing multiple NLP models' (BERT, BART, SpaCy) outputs in Excel, enabling selection of the most suitable model for the task
- Utilized Zephyr LLM with few-shot prompting to automate text classification, cutting manual effort by 60%

Graduate Teaching Assistant | *Indiana University, USA*   August 2024 - December 2024
- JavaScript - Facilitated in-class coding activities and held office hours for 35 students, enhancing their understanding
- IT in Public Affairs - Guided 32 students in utilizing Excel, Tableau, GenAI, and web development tools to improve technical skills

Software Development Engineer Intern | *Soloist, USA*   June 2024 - December 2024
- Developed a music collaboration iOS app with Expo React Native, translating Figma designs and coordinating with the UX team and project managers, boosting user engagement
- Engineered 3 new features, leveraging Tailwind for styling and React-Navigation for seamless routing; enhancing app's usability
- Constructed song and genre favoriting/unfavoriting functionality with UI, building 11 backend database queries using TanStack and Firebase APIs, improving user personalization
- Authored technical documentation identifying code duplication issues, and established code review processes that facilitated refactoring and improved maintainability
- Accelerated sprint velocity by implementing CI/CD pipelines with GitHub Actions and Jest unit testing, streamlining deployments and bug resolution within an Agile framework

Software Engineer | *Vodafone Intelligent Solutions*   August 2020 - April 2022
- Managed Enterprise Java OGW system processing 10K+ daily orders and maintained 12 servers, refining production stability for Vodafone-Germany
- Resolved 15 Jira incident tickets daily using SQL and Linux within Oracle DB environment, improving sales and maintaining SLAs
- Utilized Amdocs Skyforce to address 5K+ system error tickets, boosting service reliability and customer experience
- Optimized Change-Management processes by creating standardized procedures, decreasing deployment time by 35%

PROJECTS

Booking Management System
- Spearheaded frontend development in a team of 4 for a microservices-based movie booking platform deployed on AWS EKS, focusing on authentication UI and responsive design using ReactJS and CSS
- Contributed to a scalable architecture utilizing Kubernetes for orchestration, MongoDB for data persistence, and RabbitMQ for asynchronous notification handling
- Implemented user-facing features including ticket booking, search functionality, and profile management, interfacing with containerized backend services through RESTful APIs

Cloud-Enhanced Analysis of Video-Game Reviews
- Led a team of 3 to build a Python Flask web app with Jinja2 templating, providing purchase recommendations for PS4 games via BERT-based sentiment analysis of Metacritic reviews
- Designed an appealing frontend and integrated web scraping to extract game review data from Metacritic, enabling real-time sentiment analysis with NLP techniques; deployed the app to Microsoft Azure using Git

Association Rule Mining
- Partnered in a team of 3 to program a system for creating meaningful associations rules by mining the Emergency Calls data, with an aim to help the 911 dispatchers anticipate emergency types
- Implemented the Apriori Algorithm in Python for interpreting hidden and complex associations between distinct variables, while enhancing the program by using the RDD-based FPGrowth with PySpark

ACHIEVEMENTS
- First prize, University Hackathon – Developed a Startup Decision Support System, given the corresponding KPI
- Runner-up, Grant Thornton case study competition - Change Management strategy for business during AI integration
- 'Star Employee' distinction, VOIS - exhibiting great ownership skills and providing technical support in critical times