

ADITYA MULIK

Ashburn, VA 20148 | aditya.mulik@gmail.com | Mob: +1-857-488-1743

<https://www.linkedin.com/in/adityamulik/> | <https://github.com/adityamulik> | <https://www.adityamulik.com/>

EDUCATION

Northeastern University, Boston, MA

Dec 2022

Master of Science in Information Systems

University of Mumbai, Mumbai, India

May 2016

Bachelor of Engineering in Information Technology

TECHNICAL SKILLS

Programming Languages: Java, JavaScript & Python

Web Technologies: Spring Boot, HTML, CSS, React, JSON, Node.js, RESTful API, ES6, Django/Flask, Ajax/Axios, Unit Testing

Database: MySQL, Postgres, MongoDB

Tools & Software: GitHub, Git CLI, Bitbucket, Postman, SSH & Ftp, Jira, Ansible, Docker, Kubernetes & Kafka

Functional Skills: Agile Development, Test Driven Development, Requirement Gathering, API Documentation

Certifications: AWS Solutions Architect – Associate

EXPERIENCE

Red Hat Inc. – Software Engineering Intern, Boston, MA/ Remote

May 2022 – Aug 2022

- Worked with the Ansible Automation Platform (AAP) in a **team of 5**, where I spearheaded the automation process of performing localization (translating the application's language to various other languages) using third party APIs for the Ansible products to enhance user experience at a global level
- Orchestrated the automation not only for Ansible products, but also automating any application project which has a requirement for localizing the app, meeting deliverables in a **timespan of a month**

Northeastern University (D'Amore-McKim School) – Graduate Research Assistant, Boston, MA.

Sept 2021 - Nov 2022

- Worked in the field of Supply Chain Management on project of combating issues such as human trafficking with help of analyzing and processing huge pipeline of data which helped in research related activities

Northeastern University (College of Engineering) – Graduate Teaching Assistant, Boston, MA

Sept 2021 - Nov 2022

- Moved traditional approach of grading assignments manually which required multiple hours to automated grading using GitHub Actions & moving to GitHub Classroom which **brought efficiency by 80%**. ([Reference](#))
- Helped professor for the course Design Patterns & Object-Oriented Design for assignment grading, arranging labs & keeping students updated about upcoming course requirements of a **class of approximately 30 students**
- Worked as a lead TA handling a team of 6

Adnet Global – Python Consultant (Freelancing), Remote

May 2021 - Sep 2021

- Worked as a freelance consultant wherein onboarded a product for streamlining the post-production media solutions and enhancing the **efficiency of time tracking for the employees by 40%**
- Created an in-house application for adding metadata to different image types by feeding large chunks of data at one go, which usually used to be done manually and the **turnaround time reduced drastically by 70%**

Decimal Point Analytics – Python Programmer, Mumbai, India/ Remote

Jun 2020 - Sep 2021

- Migrated and created new APIs using Python's FastAPI framework in a **span of 20 days** with thorough testing by **reducing the response time by 80% faster** as compared to the previous version of APIs
- Created a custom visualization as per client requirements using JavaScript's D3 library and integrated with Microsoft Power BI, the client was pleased, and internal team were amazed as the requirement was long overdue and was completed by me in a very short time span, **the visual was displayed to a clientele of around 8-12 key board members**

PROJECTS

Ansible Memsources Collection (Python, YAML) – Associated with Red Hat Inc. ([GitHub](#))

May 2022

- This collection aims to offer an Ansible native experience in order to interact and automate workflows with Memsources. - "Helping global companies translate efficiently"

The MENACE (ReactJS) – Associated with Graduate School (Academic Project | [GitHub](#) | [Demo](#))

Apr 2022

- Worked in a **team of 3 to build a reinforcement learning based gaming application** called the MENACE (i.e., tic-tac-toe) which learns from itself and improves the efficiency of winning the game over time
- My role comprised of understanding the underlying functionality of the application and porting the logic to a backend application, on which further frontend was built to display the game and performed unit testing using JavaScript's jest framework and build a visualization of the efficiency of the application

IPTC Automation (Django, ReactJS) – Associated with Adnet Global ([GitHub](#))

June 2021

- Automated a workflow of adding metadata to images which usually required to be done manually using Adobe suit tools such as Bridge, Photoshop, etc. as an individual project from understanding business requirements to deploying the application