

Ahan Jain

ahan@ahanjain.com | (857) 328-5914 | linkedin.com/in/ahanjain | github.com/ahan-jain

EDUCATION

Northeastern University

B.S. in Computer Science, Honors Program

Boston, MA

Expected Graduation, May 2027

- **Concentration:** Artificial Intelligence
- **GPA:** 3.72/4.00, *Dean's List*
- **Related Coursework:** Machine Learning and Data Mining 1, Artificial Intelligence, Algorithms and Data, Introduction to Databases, Computer Systems, Object Oriented Design, Theory of Computation

EXPERIENCE

Darby

AI Engineer Co-op

Boston, MA

July 2025 – Dec 2025

- Built and maintained Medicare coverage microservices using Spring Boot, Node.js, FAISS semantic search and LLM APIs (Claude) that processed 6,850+ policies, reducing manual research by 99% with 95%+ deterministic resolution and improving reliability through CI/CD workflows and unit test coverage.
- Designed and shipped a real-time admin-facing analytics platform for 15+ organizations using Angular, Spring Boot, PostgreSQL, and JWT-based auth with refresh-token rotation, enabling customer health scoring, usage intelligence, expansion opportunity detection, and churn risk mitigation.

Oasis NEU

Software Engineer

Boston, MA

Jan 2024 – April 2024

- Built “Husky Laundry” as part of a 4-person team using React, Flask, and Python pipelines, enabling real-time laundry machine availability for hundreds of students across 20 dorms.
- Integrated Python data-processing pipelines to analyze multi-building usage patterns, improving operational insights, resource allocation, and predictive maintenance.

Net Solutions

Software Engineering Intern

Remote

May 2021 – June 2021

- Used Flask and the Spotify Web API to build a web app that let users explore artists, albums, and audio features such as tempo and energy.
- Implemented a Python backend with dynamic endpoints and JSON parsing to deliver interactive song-level insights and visualizations.

PROJECTS

InsightHub: AI-Powered Field Intelligence Platform

Boston, MA

Independent Project

Nov 2025- Dec 2025

- Developed a multi-model computer vision pipeline integrating 5 specialized YOLO v8 detectors (general, PPE, helmet, infrastructure, fire) achieving 85-90% accuracy for real-time detection of safety violations, equipment compliance, and infrastructure damage across 10+ object classes.
- Architected a full-stack platform using Next.js, FastAPI, and offline-first PWA with IndexedDB for zero-connectivity operations, automated PDF report generation with ReportLab, GPS geo-tagging with Leaflet maps, and analytics dashboard tracking compliance trends and critical violations.

Three Trios

Team Member

Boston, MA

Sept 2024 – Oct 2024

- Used Java to implement a color-grid card game with custom territory-control rules, supporting single-player, multiplayer, and AI opponents.
- Enforced MVC architecture and object-oriented design principles to reduce code complexity by 40% and improve scalability for future rule expansions and AI logic.

SKILLS

Languages: Python, Java, C, JavaScript, TypeScript, SQL, Elixir, R, Racket, Assembly

Frameworks & Libraries: Spring Boot, Node.js, Angular, React, Flask, Express.js, FastAPI, TensorFlow, scikit-learn, Ultralytics YOLO, Pandas, NumPy, Matplotlib, Keras, NLTK, Recharts, Leaflet, ReportLab

Tools & Platforms: Git, GitHub, Docker, PostgreSQL, Redis, Jupyter Notebook, IntelliJ, VS Code, FastAPI, Claude API, OpenAI API