

# Gautam Ahuja

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## 🎓 Education

**Bachelor of Technology in Computer Science, D.K.T.E's TEI** 📄

2016 – 2020 | Ichalkaranji, India

**Masters of Science in Computer Science, Stevens Institute of Technology** 📄

2023 – 2025 | Hoboken, USA

## 📁 Professional Experience

### Stevens Institute of Technology

*Graduate Student Assitant*

10/2024 – 05/2025 | Hoboken, USA

- Led the collection and analysis of course-related data to identify gaps in instructional methods and suggest actionable improvements.
- Supported faculty in maintaining and deploying technical equipment for 15+ lab sessions weekly, ensuring minimal downtime.
- Analyzed admission data with advanced statistical techniques, providing insights for strategic decision-making.
- Developed interactive dashboards using Python, enhancing faculty load management and resource allocation.

*Course Assistant for Web Programming*

09/2024 – 12/2024 | Hoboken, USA

- Conducted 60+ office hours to assist students to understand web programming node.js concepts.
- Provided detailed explanations of course material and debugging techniques.

### Accenture, Application Development Analyst

01/2023 – 07/2023 | Pune, India

- Enhanced the **Aeromaverse VR project** by integrating a chatbot with lifelike character animations and Oculus Voice SDK, improving user interaction and immersion.
- Collaborated across all stages of the project lifecycle—from ideation to deployment—ensuring timely and high-quality delivery.
- Designed and developed an engaging **Snapchat AR filter** using Lens Studio, utilizing spatial mapping to create an immersive showroom experience.

### Tata Consultancy Services (TCS), Assistant System Engineer

01/2021 – 10/2022 | Pune, India

- Designed **interactive 3D walkthroughs** using Unity and C#, significantly enhancing user engagement and spatial understanding.
- Used Prometheus and to schedule Unity batch runs and monitor real-time performance of deployed AR/VR applications on testing environments.
- Developed **Augmented Reality applications** using Unity, AR Foundation, and ARCore, resulting in a 50% increase in operational efficiency.
- Leveraged **VRTK and XR Interaction Toolkit** to build immersive VR environments, boosting product quality and user experience by 40%.
- Led the **development of data preprocessing pipelines** using Python and Pandas to format datasets for seamless Unity integration.

## 📁 Projects

### AskMyDocs RAG Model

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- Designed and deployed a document-focused, self-hosted RAG chatbot tailored for querying unstructured documentation using LangChain, Qdrant, HuggingFace embeddings, and the DeepSeek-R1 model via Ollama.
- Built with FastAPI and integrated into OpenWebUI, the system enables interactive, context-driven Q&A over local PDF/TXT files—while maintaining full data privacy and transparency. Responses are context-based and may vary in accuracy depending on the document content.

### Pre-Surgical Epilepsy Evaluation Platform

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- Awarded the "Stellar Project Achievement Award" for exceptional performance in the software agile course.
- Built a full-stack web app aiding doctors in identifying seizure-causing brain regions, improving surgical outcomes.
- Developed a secure cloud-based database, authentication system, and APIs for managing EEG/MEG data.
- Integrated a neuro-imaging library for 3D brain visualization, enabling interactive 360 exploration with zoom.

### OPEN AI Voice Asststnt

- Implemented a desktop openAI assistant to enhance user experiences through advanced speech recognition technology and seamless interactions using the open Ai API.

## 🧠 Skills

Python | Numpy | Pandas | SQL | Javascript | HTML | CSS | Node.js | React.js | Next.js | Docker | GraphQL | Redis | Matplotlib | Git | C# | Unity 3D | Lens Studio | Azure Container Instances | Jira | Blender | Typescript | Linux | REST APIs | Microservices | AWS | CRON | Azure | Prometheus | Grafana | AI Agents | RAG | Ollama | Prompt Engineering

## 📄 Certificates

- Python bootcamp (Udemy)
- WebXR with Three.js
- Unity 3D 2019 Essential Training (Linkedin Learning)
- Fundamentals of AI Agents Using RAG and LangChain