# Danish Javed

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## ACADEMIC DETAILS

B.Tech Computer Science & Engineering Indian Institute of Technology Delhi 2020-2024

### WORK EXPERIENCE

# Software Engineer, Silence Laboratories

Mar '25 - Present

CGPA: 8.469

Python, Rust, AI Agents, A2A, MCP, Web Scraping

- Architected and deployed an enterprise-grade MCP server implementing cryptographically secure Private Set Intersection, and submitted it in in the NANDA MIT hackathon
- Engineered robust Python FFI bindings for Rust cryptographic libraries and architected a Dark Pools trading platform featuring multiple agents using Google's A2A protocol, enabling privacy-preserving financial trading

# Software Engineer Intern, Kognitos, Inc.

Sep '24 - Feb '25

Python, Cython, LLMs, AWS, Docker, Prompt Engineering

- Restructured core parsing infrastructure by implementing advanced LLM-based POS tagging algorithms, achieving 28% accuracy improvement (75% to 96%) and significantly reducing customer support tickets
- Optimized critical production systems by converting 15K+ lines of Python to Cython C-extensions, delivering 5x performance improvement (80% runtime reduction) and reducing infrastructure costs

# Research Intern, Adobe Research, India Demo

Summer '23

Python, NLP, Data Scraping, Socratic models, Multi-modal transformers

- Pioneered an intelligent AI orchestration system for automated document enhancement, enabling seamless content retrieval and integration from heterogeneous external sources, reducing manual effort by 90%
- Developed and fine-tuned a custom BERT classifier for complex image decision tasks, achieving 80.4% accuracy and outperforming GPT-3.5 by 58% (51% baseline), demonstrating superior domain-specific performance
- Engineered a comprehensive multi-modal dataset by implementing large-scale Wikipedia scraping infrastructure, creating 10K+ high-quality image-text pairs in structured XML format
- Implemented robust evaluation pipeline using DocNLI framework for text entailment assessment and delivered production-ready GUI application in PyQt5 for stakeholder demonstrations

#### RELEVANT COURSES

Machine Learning for Computer Networks, Computer Graphics, Numerical Algorithms, Advanced Algorithms, Computer Networks, Artificial Intelligence, Operating Systems, Computer Architecture, Parallel & Distributed Programming, Discrete Mathematics, Prob. & Stochastic Processes, Linear Algebra, Linear Optimization Online Courses

AWS Cloud Technical Essentials, Migrating to the AWS Cloud, Fundamentals of AI Agents Using RAG and LangChain, Get started with Redis, Redis for Python Developers,

# TECHNICAL SKILLS

- Programming Languages: Python, C++, Rust, JavaScript
- AI/ML & Data Science: PyTorch, Tensorflow, Keras, OpenCV, CUDA, LLMs
- Systems & Infrastructure: Docker, AWS, Git, CMake, GraphQL, MongoDB, Express, Node.js
- Leadership & Soft Skills: Cross-functional collaboration, Technical mentoring, Communication

#### HONORS AND ACHIEVEMENTS

- Secured All India Rank 69 in JEE Advanced 2020 among 150K+ candidates, placing in top 0.03% nationally
- Secured 99.82 percentile in CAT 2024 among 300K+ candidates with just 2 weeks of preparation
- National-level Olympiad Qualifier: Successfully cleared prestigious olympiads including RMO, NSEA, NSEC and KVPY SA & SX
- International Recognition: Earned bronze medal at OPhO 2020 finishing 18th across 340 global teams of high school and UG students. This competition is sponsored by top firms like Jane Street, Citadel, etc. and is conducted by PhysOly

### PROGRAMMING ACHIEVEMENTS

- Algorush: Stood top 15 nationally in a competitive programming contest organised by IISc, Bangalore
- Codeforces: Solved 200+ algorithmic problems on Codeforces with peak rating of 1637 (youwoo), demonstrating strong problem-solving and optimization skills
- Leetcode: Completed 200+ advanced coding challenges on Leetcode (danjaved007), covering data structures, dynamic programming, and system design

#### RELEVANT PROJECTS

## Advanced Ray Tracing Engine Link

Computer Graphics, Prof. Rahul Narain - C++

• Built a high-performance ray tracing engine from scratch using OpenGL and C++, implementing advanced keyframing algorithms with real-time cloth physics simulation and dynamic obstacle collision detection. Achieved photorealistic rendering with SDL2 featuring complex affine transformations, soft shadows, and caustics

# High-Performance Cache Simulator Link

Computer Architecture, Prof. Rijurekha Sen - C++

• Architected a sophisticated 2-level cache hierarchy simulator (L1/L2) in C++ with set-associative mapping, LRU replacement policy and Write-Back-Write-Allocate protocols for dirty block management. Designed comprehensive performance analytics tracking reads, writes, and miss rates with cycle-accurate timing simulation

### **PSP Network**

Computer Networks, Prof. Additeshwar Seth - Python

• Created a PSP network (similar to BitTorrent) that distributes the requested file to all peers, beginning with some file chunk distribution among them. Implemented both TCP and UDP connection networks between servers and clients, guaranteeing adequate packet loss management as well as parallel processing via multi-threading.simulation

# Pacman-like IITD Campus Multiplayer Game

Design Practices, Prof. Rijurekha Sen - C++

• Created an interactive, two-player game from the ground up in C++ using SDL to manage IO and render visuals and animation. By limiting memory utilisation and data transfer, effective socketing has been implemented to enable fluid gameplay via wifi.

### CO-CURRICULAR ACTIVITIES

- Mentored freshmen students in the course Introduction to Chemistry throughout the semester
- Core Team Member of ACES-ACM IITD: Organised events and managed club activities
- Winner of several chess tournaments in IITD; some word games tournaments like Wordle; did swimming