TEJAS GHODKE

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EDUCATION

University of Cincinnati - *Bachelor of Science in Computer Science*   **GRADUATION: MAY 2027**
- **Dean's List –** Summer' 23, Fall' 23, Summer' 24, Fall' 24, Summer' 25   **GPA: 3.3**
- **Relevant Coursework:** Design and Analysis of Algorithms, Software Engineering, Database Design and Development, Probability and Statistics, Web Applications and Hacking, Cloud Computing, AI/ML Applications

EXPERIENCE

Meta Mind International | Mumbai, India   **SEPTEMBER 2025 – JANUARY 2026**
Software Engineering Intern (Next.js, React, TypeScript, FastAPI, PostgreSQL, Webhooks, REST APIs, JWT Auth, CSS)
- Architected and delivered a full-stack commerce and loyalty platform using Next.js (React + TypeScript) and Python (FastAPI), supporting 20+ product attributes, multiple pricing currencies, and 5+ product state transitions (active, archived, deleted, etc.), while enabling dynamic configuration of incentive rules at the product and plan level
- Implemented a rule-based incentive engine evaluating 10+ conditional rules per transaction to compute incentive eligibility and payouts across multiple incentive categories, ensuring accurate and auditable reward distribution
- Built secure backend APIs backed by Supabase and implemented Razorpay webhook processing with signature verification and idempotent event handling, reliably ingesting 100% of payment events in real time, triggering incentive calculations within seconds and maintaining consistent state across frontend, backend, and database layers

iKomet Technology Solutions | Pune, India   **JANUARY 2024 – APRIL 2024**
Software Development Intern (Python, SpaCy, Pandas, NumPy, Data Visualization, Automated Data Pipelines, PowerBI)
- Designed and implemented an advanced Python program using SpaCy and pandas to extract, parse, and organize specific data from large 5,000-word documents into formatted Excel spreadsheets for streamlined analysis
- Benchmarked against the previous internal tool, the new SpaCy-based program demonstrated a 25% speed improvement and 12% higher accuracy on a large 10,000-page dataset, ensuring more reliable classification, structured representation, and seamless integration across the entire data pipeline infrastructure
- Demonstrated advanced problem-solving by designing a fully automated, scalable end-to-end data pipeline that streamlined extraction, sorting, and presentation workflows, with outputs directly integrated into dynamic Power BI dashboards for enhanced data visualization accuracy and overall analytical efficiency

University of Cincinnati - Campus Recreation Center | Cincinnati, Ohio   **MAY 2023 – PRESENT**
Aquatics Supervisor – *Part-time* (Leadership, Communication, Conflict Resolution, Team Collaboration, Adaptability)
- Led and mentored a 60+ member lifeguard team by coordinating schedules, enforcing safety and compliance protocols, conducting emergency preparedness drills, and managing real-time incident response to ensure patron safety, staff readiness, regulatory compliance, and smooth daily aquatic operations

PROJECTS

Snake Game - AI Agent | Cincinnati, Ohio   **JANUARY 2025 – MARCH 2025**
Personal Project (Anaconda, PyTorch, Pygame, Scikit-learn, matplotlib, Reinforcement Learning, DQN, CUDA)
- Developed a Deep Q-Learning (DQN) agent that autonomously plays Snake, achieving ~300% average score improvement over 10,000+ training episodes through reward shaping and policy optimization
- Accelerated training using GPU-based PyTorch (RTX 5070 Ti) and visualized learning convergence and performance trends with matplotlib to guide iterative model improvements

Advanced Tic-Tac-Toe Game | Cincinnati, Ohio   **APRIL 2024 – JULY 2024**
Personal Project (Flutter, Dart, Android Studio, VScode, GitHub, Canva)
- Built a feature-rich Flutter-based mobile Tic-Tac-Toe game with custom UI components, animations, and scalable game logic, including an adaptive Player-vs-AI mode with three difficulty levels driven by user performance, demonstrating strong object-oriented design, state management in Dart, and consistent performance across devices

SKILLS

Programming: Python (Certified), Java (OCAJP) SE 8, C/C++, HTML5 and CSS, PHP, MATLAB, Dart, SQL, R, JavaScript
Operating Systems: Linux (multiple flavors), Windows, MacOS, Android, iOS, and chromeOS
Tools and Software: SpaCy, Pytorch, Git, Anaconda, Docker, Android Studio, MySQL, CUDA, LabView, Azure, Render

AVAILABLE FOR 2 COOP ROTATIONS IN SUMMER 2026 & FALL 2026