AJINKYA MALHOTRA

Email: ajinkyamalhotra73@gmail.com | **Phone:** 916-696-4455 | **Address:** College Station, TX
GitHub: github.com/ajinkyamalhotra | **LinkedIn:** linkedin.com/in/ajinkyamalhotra

EDUCATION

TAMU College Station, Masters of Computer Science **GPA: 3.50/4.00** **Aug. 2022 - Dec. 2023**
CSU Sacramento, B.S in Computer Science **GPA: 3.70/4.00** **Jan. 2015 - May 2019**

SKILLS

- **LANGUAGES/WEB SKILLS:** Java, Python, JavaScript, HTML, CSS, SQL
- **TECHNOLOGIES/TOOLS:** Git, Bitbucket, Jira, Confluence, Jenkins, Splunk, Django
- **IDEs/Operating Systems:** Eclipse, IntelliJ, MySQL, Visual Studio, Windows, Linux/Unix
- **AWS:** Lambda, API Gateway, SNS, SQS, IAM, EC2, S3, RDS, Connect, Pinpoint, CloudFormation

WORK EXPERIENCE

SOFTWARE ENGINEER, ARM, BOSTON, MA (Python, Groovy, Java, AWS, Bash, C++) **Jan 2024 – Present**
- Working on Performance Models Productization team which handles external releases to various partners.
- Optimizing AWS infrastructure using Jenkins groovy pipeline, python boto3 and other AWS tools.

SOFTWARE ENGINEER INTERN, ARM, BOSTON, MA (Python, Boto3, Packer, Terraform) **May 2023 – Aug. 2023**
- Worked on automating AWS pipeline, by managing AMIs updates, EC2 instances, and EBS Volumes.
- Utilized Python/Boto3/Terraform/Packer to accomplish automation, improving operational efficiency.

CLOUD SUPPORT ENGINEER I, AWS, SEATTLE, WA (Lambda, API Gateway, SNS, SQS) **May 2020 – Jun. 2022**
- Applied advanced troubleshooting techniques to provide unique solutions to AWS customers.
- Drove multiple projects to improve internal support-related processes and overall customers' experience.
- Worked on critical, highly complex customer problems that spanned throughout multiple AWS services.

SOFTWARE ENGINEER, ESURANCE, ROCKLIN, CA (Java, JUnit, Splunk, CI/CD, MongoDB) **Aug. 2019 – May 2020**
- Designed, enhanced, and maintained APIs for integration with existing Esurance applications.

SOFTWARE ENGINEER INTERN, VSP, RANCHO CORDOVA, CA (Java, QA, Scrum) **Jun. 2018 – May 2019**
- Developed and executed selenium, smoke, and regression tests on the staging environment.
- Performed functional tests on four different web portal applications.

TEACHING ASSISTANT, CSUS, SACRAMENTO, CA (Advanced Computer 3D Graphics) **Aug. 2017 – May 2019**
- Helped, guided, and graded students' assignments and answered questions during online discussions.

ACADEMIC PROJECTS

STEAM GAME RECOMMENDATION (Python, HTML, CSS, Bootstrap) **Mar. 2023 – May 2023**
- Developed a video game recommendation engine utilizing Content-Based Filtering and VBPR algorithms.
- Successfully deployed the recommendation system via Heroku and AWS Lambda, enhancing user engagement and satisfaction by streamlining the discovery process for games tailored to individual tastes.

CHESS MASTER (Java, Minimax, DLS, IDS) **Feb. 2023 – April. 2023**
- Designed a human vs CPU chess-like game and created a computer player, using Minimax algorithm.
- CPU player is optimized through Alpha-Beta pruning, Depth Limited Search, and Iterative Deepening Search.

NETWORK OPTIMIZATION USING SHORTEST PATH (Dijkstra's, Heap, Kruskal's, Java) **Nov. 2022**
- Designed a sparse (30000 total edges) and dense (5000000 total edges) random graph generator.
- Implemented Dijkstra's without heap, with heap and Kruskal's algorithm for performance comparison.

FIREARM CLASSIFICATION (Python, CNN, TensorFlow, TFLearn) **Oct. 2019 – Dec. 2019**
- Designed a Neural Network (NN) using TFLearn to classify different types of firearms.
- Achieved 85% accurate results for 1000 epochs using the Alex NET architecture.

COURSES

Parallel Programming with GPU's	Intelligent Systems	Advanced Computer Graphics
Advance Algorithm Design	Software Engineering	Object-Oriented Graphics
Data Structures and Alg. Analysis	Calculus I & II	Differential Equations
Probability and statistics	Applied Linear Algebra	Business and Computer Ethics