

Ishank Pujari

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Professional Summary

Reliable candidate ready to take on challenges using problem-solving and task prioritization skills to help the team succeed. Stays on top of demands in fast-paced environments by effectively using slow periods. Maintains organized, clean, and safe work areas with diligent attention to important details.

Education:

University of Illinois at Urbana Champaign

Bachelors of Science in Computer Science + Geography & Geographic Information Science

Urbana-Champaign, IL

Aug 2023 - Present

Experience:

Headstarter AI: Software Engineer Fellow

Jul 2024 - Present

As a Headstarter AI Software Engineering Fellow, I will be building 5+ AI applications and APIs using NextJS, OpenAI, Pinecone, and StripeAPI, with an impressive 98% accuracy as seen by 1,000 users. For my final project, I will be tackling a startup's current backlog, transforming it to meet business requirements and deliver impactful solutions.

Undergraduate Research University of Illinois at Urbana-Champaign: Research Assistant

Urbana-Champaign, IL

Feb 2024 - Present

- Conducting ongoing research on the system implications of video generation, exploring the relationship between software algorithms, hardware infrastructure, and network components.
- Investigating various open-source video generation models to analyze their quality, system requirements, and performances.
- Continuously evaluating text-to-image (TTI) and text-to-video (TTV) models to understand model quality, system requirements, and performance, with a focus on diffusion-based and transformer-based approaches.
- Examining the influence of factors like image size, architecture, and optimization techniques on system design for efficient video generation.

Google Developer Student Club: Software Developer

Urbana-Champaign, IL

Worked on Uniride, a mobile app for students to facilitate carpooling within the university community. The app enables students to create and find ride offers, request to join rides, and confirm arrangements securely. Integrated Firebase for backend functionalities and cloud storage. Implemented features for ride offers, requests, and confirmations.

Special Interest Group for Mobile Development (SIGMobile): Backend Developer

Urbana-Champaign, IL

Sept 2023 - May 2024

- Developed and directed software system testing and validation procedures, programming and documentation.
- Participated in workshops and coding sessions to enhance mobile app development skills, including Android (Java/Kotlin) and iOS (Swift) platforms
- Contributed to knowledge sharing through presentations, discussions, and online forums, while also expanding knowledge of current mobile development trends by engaging with industry professionals at guest speaker events and networking sessions.

Illinois Computer Science Course Assistant: Course Assistant

Urbana-Champaign, IL

- Provide one-on-one or group mentoring sessions for CS 124 students to guide them in understanding complex computer science concepts and improving their academic performance.

Projects:

Student Information Database System

Developed a student information database system to store and manage student details, including class standing and personal information using Java (OOP), Spring Framework, MySQL, DBeaver, Postman.

- Designed and implemented RESTful APIs to interact with the database.
- Utilized the Spring Framework for creating a scalable and maintainable application.
- Employed MySQL for efficient data storage and retrieval.
- Conducted thorough testing using Postman to ensure API functionality and reliability.
- Managed and manipulated the database using DBeaver.

Currency Converter App

Developed a Currency Converter application using Python and Flask, enabling real-time currency conversions between 180 global currencies. Integrated real-time currency exchange rates using an external API, designed a user-friendly interface with MaterializeCSS for seamless user experience, implemented conversion history tracking and an informative 'About' section. This project demonstrates proficiency in web development, API integration, and responsive UI design.

Wordle Game

Developed a Wordle-like game using Python and Flask, featuring an engaging word-guessing challenge with color-coded feedback (green, yellow, gray). Enhanced user experience with a visually appealing UI, responsive design, accessibility features, and animations (confetti, fireworks) for correct guesses. Utilized NLTK for word selection and ensured cross-device/browser compatibility. Focused on user-friendliness with clear instructions and optimized Performance.

Pantry Management Application

Technologies: Next.js, Material UI, Firebase

- Built a pantry management app with Next.js for server-side rendering and Material UI for a responsive UI
- Integrated Firebase for real-time database and authentication, managing item inventory and user access
- Deployed on Vercel, providing a scalable and high-performance solution

Certification:

HackerRank Frontend (React) Certification

Date Obtained: July 25 2024

Verified proficiency in React development through rigorous assessment.

GeeksforGeeks Full Stack Developer Bootcamp - Master Frontend to Backend

Completed: Jul, 2024

Successfully completed a comprehensive 6-week course focused on full-stack development, including both frontend and backend technologies

Tools:

IntelliJ	PyCharm	Dbeaver	Github	Android Studio	Spring Framework	Node.js	React.js
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Skills:

Java	Python	Git	MS Word	MS Excel	MS PowerPoint	HTML/CSS	Database	C++
		PostgreSQL	JavaScript	ArcGIS Online	ArcGIS Pro	API Integration		