

Rishabh Rajmal Jain

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EDUCATION

Master of Science - Computer Science | University of Delaware, Newark, DE | **GPA: 3.9/4** **Aug 2022 — May 2024**
Bachelor of Technology - Information Technology | K.J Somaiya College of Engineering, Mumbai | **GPA: 8.09/10** **Aug 2017 — May 2020**

SKILLS

Languages	Java, C/C++, Python, SQL, JavaScript, Dart, HTML/CSS, Visual Basic (VB.net), C#
Frameworks	Flutter, React Native, Node.js, ReactJs, Flask, Docker, Kubernetes
Databases	Oracle DB, PostgreSQL, MySQL, Amazon DynamoDB, MongoDB, Google Firebase, NoSQL, BQ, Dags, StoreProc
Cloud	Azure, AWS
Software & Tools	Postman, Github, Unity, Qliksense, JIRA, Clickup, Apache HTTP Server, CI/CD, Xcode
SE Skill	Agile software development, Code optimization, KT, Planning, SE Principles, Program Structures and Algorithms, Software Quality Assurance, Big Data Management
Soft Skills	Clear emphatic communicator, efficient time manager, collaborative team leader and player, resilient under pressure.

EXPERIENCE

- Associate Engineer | Sallie Mae, Indianapolis, IN** **July 2024 — Present**
- Utilized AWS services such as Fargate/ECS, Step Functions, and Lambda (written in .NET) to manage and orchestrate microservices, ensuring scalable and efficient application deployment.
 - Worked with headless AEM, developing custom web components in Svelte with LESS.js and importing them into AEM to build and author pages and components, enhancing the consistency of user experiences across platforms.
- Research Assistant | HCI Lab, University of Delaware, Newark, DE** **June 2023 — June 2024**
- Developed an open-source mixed reality (MR) environment in Unity for teaching and practicing **emergency foam depopulation of poultry**.
 - Led collaboration and communication among interdisciplinary department members to design and implement realistic scenarios and simulations within the MR environment, leading to complete training 2x faster. Learnt and built custom farm objects in **Maya**.
- Software Engineer Intern | TabulaRasa Health Care Inc., Philadelphia, PA** **June 2023 — Aug 2023**
- Achieved reduction in troubleshooting time by developing comprehensive shell scripts and bash scripts to automate data migration tasks on a cloud server, streamlining operations, and improving efficiency.
 - Streamlined operations by efficiently triaging and resolving over **500 old tickets** through analysis and prioritization, enhancing system performance and user satisfaction.
- Data Engineer | Larsen & Toubro Infotech Limited, Mahape, Mumbai** **Aug 2020 — Jul 2022**
- Worked on data pipelines that extracted data from different source systems using Dataflow and loaded into BigQuery by performing different transformations.
 - Worked extensively on File Ingestion (.PSV), to load it into Google Bigquery. Orchestration of ETL pipeline using Airflow Dags in Python.
 - Writing Complex SQL queries in BQ using joins functions, and different statements in which transformations are handled.
- Freelance Software Engineer | Algocean Technologies Pvt Ltd, Mumbai** **May 2020 — Jun 2022**
- Engineered seamless integration of REST APIs, resulting in a remarkable 30% reduction in loading time, enhancing user experience.
 - Successfully deployed a portfolio of **20+ applications** on both **Apple and Google Play Stores**, collectively amassing an impressive **500K downloads**, showcasing the tangible market impact and user adoption.

PROJECTS

- Virtual Yoga Instructor App| Android Studio, Python** **Feb 2024**
- Engineered a mobile app to detect Yoga Poses in real-time with the help of Movenet and KNN. The user can either take a picture and then have the pose recognized or during a livestream video the app will recognize the poses performed.
 - Created and validated a training set for the K-NN classifier, tested it on samples, and exported it to a CSV that can be used in the app. The training accuracy of the TFlite model generated was found to be around **84%** when the model was trained for **20 poses**.
- Sudoku Puzzle Solver | Python, Flutter Web** **May 2023**
- Created a Sudoku puzzle-solving AI game utilizing a backtracking search for Constraint Satisfaction Problems (CSPs) and implemented the AC3 algorithm. https://github.com/jainnrishabh/Sudoku_Puzzle_Flutter_Web
 - Outlined the user interface using Flutter web to enable seamless input and solution of custom puzzles.
- Swechchha - Swachh Survekshan | Flutter, MongoDB, NodeJS** **Sept 2022**
- Crafted a full-stack mobile app to address public toilet usage issues, leading a team of **15 developers** in collaboration
 - Documented **300+ user stories**, guided the team in module design and development, and resolved problems faced by users
- Eazr - Buy-now pay-later | React.js, Node.js, Python** **June 2021**
- Unfolded a mobile app and implemented a **credit score prediction algorithm** using machine learning, considering device parameters.

CERTIFICATIONS & ACHIEVEMENTS

- Won **2nd Prize** at **MLH UD Henhacks Hackaton 2024** under Best AI/ML Hack Category https://lnkd.in/dvWAe9_S
- Azure fundamentals AZ900 Certification(Credential:H693-9212) | Microsoft
- Published a research paper | 4th ICAST'21: **Advantages of Blockchain in Digital Forensic Evidence Management**
- Secured 2nd Rank in Diploma in Computer Technology.