

Chandrakant Koneti

984-374-9958 | chandrakantkonetius@gmail.com | [LinkedIn](#) | [GitHub](#) | Raleigh, NC, USA

Education

North Carolina State University <i>Master of Science, Computer Science</i>	Aug 2024 - May 2026 Raleigh, NC, USA
Indian Institute of Engineering Science and Technology <i>Bachelor of Technology, Information Technology</i>	Nov 2020 - May 2024 Kolkata, India

Technical Skills

Languages:	Java, Python, JavaScript, TypeScript, C++, HTML, CSS, SQL
Frameworks:	Spring Boot, React, FastAPI, Node.js, Redux, Material-UI, Webpack, Temporal
AWS Cloud:	Lambda, API Gateway, IAM, DynamoDB, S3, Cognito, Bedrock, CloudWatch
Databases:	PostgreSQL, MongoDB, Redis, MySQL; Messaging: Apache Kafka, RabbitMQ
Dev Tools:	Git, Docker, Kubernetes, CI/CD, Postman, Swagger, Linux, Agile (Kanban, Scrum), Jira, Claude, Cursor
Achievements:	Top 2% Coder (Knight Badge) on LeetCode , Meta Front-End Developer – Coursera Certificate

Experience

Software Engineer Intern <i>Reva.ai</i>	May 2025 – Aug 2025 Remote, United States
<ul style="list-style-type: none">Built and deployed 12 Python Lambdas using API Gateway, leveraging AWS DynamoDB as global storage for multi-tenant config management, eliminating 30GB data across 20+ Kubernetes clusters and saving \$2K/year.Increased reliability of long-running AI workflows by enhancing the core Java Spring Boot Temporal microservice, unifying error handling for 59 activities and reducing manual retries by 98%.Reduced stream API latency by 120 ms by multithreading customer usage logging in a FastAPI LLM service that calls Amazon Bedrock via LangChain, streaming events to CloudWatch for real-time billing.Enabled real-time sync of 100% SSO users (Okta, Microsoft, Google) to on-premises databases via an Lambda triggered by AWS Cognito post-signup events, invoking a custom REST API.Boosted reliability of integration testing by 40% with real mock events for Lambdas and Spring Boot services.	Sep 2023 – Dec 2023 Remote, India
Frontend Engineer Intern <i>RabbitLoader</i>	Sep 2023 – Dec 2023 Remote, India
<ul style="list-style-type: none">Led the migration of core micro-frontend from React v14 to v18, fixing legacy bugs, preventing regressions in prod.Cut load time from 12s to 3.5s and bundle size from 300MB to 3MB by re-architecting with Redux state and optimizing load distribution in Webpack to efficiently route modules across Angular and Vue apps.Boosted UI performance by 400% with infinite scroll and lazy loading, delivering components 5x faster using MUI.Developed mock APIs in Node.js for E2E testing, reducing QA cycles by 30% through automated CI/CD validation.	May 2023 – Jul 2023 Hyderabad, India

Software Developer Intern

<i>Cambridge Technology</i>	May 2023 – Jul 2023 Hyderabad, India
<ul style="list-style-type: none">Built 2 Java Spring Boot microservices to ingest, validate, and serve 2M+/yr medical-diagnosis records.Enabled reliable real-time medical data streaming through a Spring service integrated with RabbitMQ for user notifications and Kafka for ML & ETL pipelines, preventing over 10GB of data loss during peak loads.Reduced Java GET API latency by 2s and reduced database calls by 65% through Redis caching of aggregated 100K+/week records, sourced from PostgreSQL and MongoDB.Boosted code coverage by 46% and cut prod bugs by implementing unit and integration tests with JUnit, Mockito.	June 2024

Projects

AI Low-Code UI Generator Tool - Weberator IEEE Publication - RESEARCH PAPER	June 2024
<ul style="list-style-type: none">Enabled Figma-style drag-and-drop, translating designs into an N-ary UI tree mirroring layout hierarchy; applied prompt engineering on OpenAI API to generate production-ready React code, cutting dev time by 55–65%.Implementing lossless, batched payloads for durable DB writes, boosting throughput and preventing data loss.	
ML based Drawing Application - DrawIt Code Repo	
<ul style="list-style-type: none">Building a multiplayer drawing game with React, Redux, and Material-UI, integrating ML5.js for real-time canvas image processing and implementing custom logic for accurate scoring.Optimizing real-time gameplay using Express.js, Socket.io, caching, and secure sessions with JWT.	