

Education

Georgia Institute of Technology | Atlanta, GA, U.S.A.
Bachelor of Science in Computer Engineering

August 2024 – Present
Expected Graduation, December 2027

Relevant Coursework: ECE2020: Digital System Design, CS1332: Data Structures & Algorithms, CS1331: Introduction to Object-Oriented Programming

Skills

Software & Programming: Python, C/C++, Java, JavaScript, Swift, SQL, HTML/CSS.

Hardware & Systems: Digital logic design, PCB schematic & layout (KiCad), CAN bus, Sensor Interfacing, UART interfaces, Connector & Harness Design, Hardware Testing & Validation.

Tools & Frameworks: Git/GitHub, KiCad, PyTorch, TorchVision, Streamlit, React, Node.js/Express, MySQL, Pandas, REST APIs.

Communication: Design proposals, technical documentation, design reviews, presentations (large and small audiences).

Languages: English (Native), Spanish (Proficient), Assamese (Conversational), Hindi (Conversational).

Experience

Powertrain Engineer | Georgia Tech Solar Racing | Atlanta, GA

August 2025 – Present

Student-led engineering team that designs, builds, and races solar-powered vehicles in international collegiate competitions.

- Designed and revised custom PCB hardware in KiCad, creating schematics, layouts, and BoMs while ensuring part availability and manufacturability.
- Improved hardware reliability by optimizing board size, upgrading footprints, refining connector interfaces, and validating key signals such as CAN bus, Hall-effect sensors, and temperature sensors.
- Authored design reviews, testing plans, and documentation to support safe integration into the vehicle and collaborated with engineers to streamline subsystem validation and wiring.

Researcher | AquaBots - Vertically Integrated Project | Atlanta, GA

January 2025 – Present

AquaBots VIP subteam working on Computer Vision research, developing maritime models using image processing to track marine life in Prince William Sound.

- Implemented and fine-tuned a custom EfficientNetV2-based classifier using PyTorch and TorchVision models to improve fish-scale image classification accuracy and training efficiency while reducing model size.
- Built data preprocessing and training workflows to support multi-class image classification and model evaluation.
- Optimized training efficiency through selective fine-tuning of network layers and performance-aware model configuration.
- Evaluated model performance using standard classification metrics to guide iterative improvements.
- Converted ZED footage with depth overlays for use in model training and testing, creating depth-augmented datasets.

Web Developer | Kickback | Atlanta, GA

October 2025 - Present

Startup building a social platform that helps Gen Z turn bucket-list ideas into real-world experiences.

- Collaborating on the design and development of a full-stack React and Node.js/Express platform focused on event discovery and real-life connection.
- Working on front-end and UI design to create responsive, user-friendly interfaces that match KickBack's minimalist, community-focused aesthetic.
- Prototyping an AI-powered recommendation engine using OpenAI APIs to surface personalized activities based on user interests.
- Designing an interactive map-based experience for browsing community events and bucket-list activities.

Remote Software Intern | eBest Mobile | Bengaluru, India

June - August 2025

Mobile technology solutions company that specializing in sales force automation and retail execution systems for FMCG and CPG brands.

- Built an FMCG mobile application using Ionic and Angular, implementing core features including user authentication, product catalog, shopping cart, and order history.
- Implemented responsive UI components and intuitive navigation to deliver a smooth user experience across devices.
- Collaborated with senior software developers to follow end-to-end mobile development workflows, from design and implementation to testing and deployment.

Software Developer | ARchitect at Georgia Tech iOS Club | Atlanta, GA

January 2025 – May 2025

Student organization that teaches iOS development and design, helping members build apps and gain hands-on experience in a biannual project and demo based format.

- Developed dynamic 3D visualizations with real-time object manipulation and product details using RealityKit and SwiftUI, ensuring smooth transitions between AR views and the social media feed.
- Collaborated with UI/UX designers to align AR interactions with the app's social media aesthetic, creating a cohesive and engaging user experience.

Software Intern | Line Vietnam | Ho Chi Minh City, Vietnam

June 2023

Development center that works on updating previous and creating new applications on the Line core platform.

- Gained hands-on experience with the Scrum framework to enhance team collaboration and software development processes.
- Reviewed, debugged, and improved Java-based projects to align with company standards and optimize functionality.
- Participated in backend team meetings, contributing insights and refining technical understanding.

Apprentice | VNG Vietnam | Ho Chi Minh City, Vietnam

March - May 2023

Vietnam's first unicorn startup that paves the pathway for domestic technological advancements.

- Completed the VNG Junior Development Program under the guidance of a Senior Software Engineer at VNG ZingPlay Game Studios.
- Acquired foundational backend game development skills using Python, with a focus on scalability and performance.
- Designed and developed a basic Space Shooter game to demonstrate proficiency in game mechanics and coding principles.

Personal Projects

F1 Fantasy Analytics System

March 2025 - Present

- Analyzed 5 years of Formula 1 race data to generate performance insights and rank fantasy teams.
- Built custom data pipelines in Python using Pandas for cleaning, feature engineering, and model evaluation.
- Implemented a MySQL relational database to store and efficiently query race, driver, and constructor datasets.
- Built an interactive Streamlit dashboard to visualize team recommendations, scoring breakdowns, and performance trends.