

ACADEMIC QUALIFICATION

Indian Institute of Technology Kanpur (IIT Kanpur) (2020 - 2024)
Bachelor of Technology, Materials Science and Engineering CPI – 7.8/10.0

PROFESSIONAL EXPERIENCE

Ingram Micro | Software Engineer (Jul'24 – Jun'25)

- Supported java backend of catalog mgmt. in X4V (Xvantage for vendor) supporting bulk data catalog ingestion and processing
- Built a cost update system enabling file upload, **auto error tagging**, reviews, downloads, batch processing & progress tracking
- Designed **asynchronous** validation engine for error detection & **mail** alerts, improving reliability & real-time communication
- Created an **API devbook** on Notion documenting API scope & vulnerability per module; Improving inter-team collaboration
- Employed **batch processing** for high-volume operations, handled race conditions and enabled **A/B** testing using **feature flags**
- Upscaled data export mechanism using GCP **BigQuery jobs** & gsutil for file merging to export **1M+** records in **10** seconds
- Optimized large data lookups by offloading search from PostgreSQL to **Elasticsearch**, reducing query latency by over **80%**

LTIMindtree Ltd. | Software Developer Intern (May'23 - Jul'23)

Received a **Pre-Placement Offer (PPO)** for outstanding performance

- Built features for AI-**chatbot** aiding internal IP mgmt. in Node.js using MS Bot Framework SDK and **Azure Cognitive Services**
- Conducted **pilot** project to evaluate CLU model over CQA using MS **Language Studio** for smarter conversational accuracy
- Automated a **QnA generator** in Python that scrapes FAQs from website & updates bot knowledge base via **.tsv refresh** script
- Tuned a **confidence score** threshold to improve fallback logic & deliver top N related queries when bot was uncertain

SURGE 2022, IITK | ML Research Intern (May'22 - Jul'22)

- Developed prediction models for **creep curves** for high temp Ti-Al alloys by **mining** data & **modeling** material behaviour
- Parsed **10+ research** PDFs to extract creep data using Python; Tokenization using **NLTK** lib and regex pattern identification
- Feature engineered inputs via **PCA** and **Pearson correlation**; applied different **regression** for diff graph regions to build models

KEY PROJECTS

EchoPilot – Agentic AI Customer Support App + SDK 🔄 🏠 📺 | Self Project (Jul'25 – Aug'25)

- Architected autonomous decision-making pipelines using **LangGraph**, integrating **RAG** and advanced **tool-calling**
- Designed a data ingestion layer to support **multi-modal** inputs & file ingestion to KB using local processors & Gemini
- Implemented smart summarization for chat **persistence**, preseving context while significantly reducing token costs
- Automated ticket creation in **JIRA** to handle complaint/service requests with relevant subject, description and tags
- Employed **LangSmith** tracing APIs for detailed evaluation & monitoring of ip/op tokens, cost, & P50-P99 latency
- Architected the solution with a **Streamlit UI** for a standalone app + **multi-tenant** APIs providing a scalable AI SDK

TrackX – Personal Finance Management App 🔄 📺 | Self Project (May'25 – Jul'25)

- Developed a **prod-ready** app using python, react and Sqlite for tracking daily personal transactions and achieving **financial goals**
- Facilitates CRUD operations on transaction, recurring payments, savings goals & **visual analysis** charts & account handling
- Built complete user mgmt. using SHA pwd **hashing** & auth using **JWT** token, **refresh token** mechanism for extended session
- Employed **Figma** for flowcharts & wireframe, **Trello** for dev tracking, **docker** for containerization & **AWS EC2** for deployment
- Did competitor analysis using WHOIS search, **scraped playstore** using google-play-scraper and summary/analysis using NLTK
- Built cron job for **mailing** summary reports (google smtp); Built **Import** bank statement feature & expense **category prediction**

Territorial Attack – Android Game 🔄 🎮 | Game Development Club, IITK (May'21 – Sep'21)

- Led program & design for a 2D projectile shooter game in **Unity** (C#), developed in a 6-member team for **Android** platform
- Integrated Photon Unity Networking (PUN) for real-time **multiplayer** logic; built **12** playable **levels** and features
- Published on Google **Play Store** with **800+** downloads; selected by Game Development World Championship 2022 (**GDWC**)

POSITION OF RESPONSIBILITY

Founder & UG Convener | MatSoc – The Materials Society, IITK (Jun'22 – Jul'23)

- Established the 600+ community of MSE department promoting research, events, workshops, projects and alum-prof network

Coordinator | Game Development Club, IITK (May'22 - Apr'23)

- Led a 3-tier team of 40+ to foster community with game programming, art and design; host game jams, workshops & projects

TECHNICAL SKILLS

Prog. Languages: Java, Python, C++, C#, SQL, Typescript, MATLAB **DevOps & Cloud:** Google Cloud Platform, AWS, Docker, Git
Frameworks/Tools: React, PyTorch, FastAPI, Unity, LangChain, LangGraph, HuggingFace, PostgreSQL, ChromDB, Azure Cog. Serv.

EXTRA – CURRICULAR

Aptitude	Secured Olympiad Rank 18 in the International Reasoning and Aptitude Olympiad 2017 by Silver Zone
Managerial	Contested for GenSec Science and Technology; Narrowly missed victory by 9 votes out of 3600 active voters
Research	Selected for Summer Research 2024 in National Tsing Hua University - NTHU, Taiwan among global 10 students