Naman Jain

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ACADEMIC QUALIFICATION

Indian Institute of Technology Kanpur (IIT Kanpur)

Bachelor of Technology, Materials Science and Engineering

(2020 - 2024) 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

Mav'23 - Iul'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