# Naman Jain

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in jainnaman027 | ◯ namanjain27 | 🌐 Portfolio | ☎ GameDev

## 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**, Mumbai | *Software Engineer* *(Jul'24 – Jul'25)*
- Engineered Java Spring Boot backend for global **catalog management**, enabling large-scale **bulk data** workflows
- Built a **cost update** system with file uploads, auto error tagging, review flow, batch ops, and progress tracking
- Scaled data export using **GCP BigQuery** jobs and **gsutil** file merging, exporting **1M+** records in under **10** seconds
- Offloaded heavy lookups from **PostgreSQL** to **Elasticsearch**, cutting query latency by over **80%** on large datasets
- Designed an **async validation engine** for error detection and email alerts, boosting reliability and real-time updates
- Achieved concurrency with async execution and **multi-threading** to boost throughput and processing efficiency
- Leveraged batch processing, **Apache POI** to generate excel reports, fixed **race** conditions and employed feature flags

**LTIMindtree**, Hyderabad | *Software Developer Intern* | *Received a **Pre-Placement Offer (PPO)*** *(May'23 - Jul'23)*
- Built features for **AI chatbot** aiding internal IP management in Node.js using MS Bot Framework and **Azure Cognitive**
- Led a pilot project evaluating CLU models on CQA tasks via MS **Language Studio** to enhance conversational accuracy
- Automated a Python **QnA generator** scraping FAQs and refreshing the bot knowledge base via a scheduled **TSV** script
- Tuned **confidence score** thresholds to refine fallback logic and return **top-N** related queries under uncertainty

**SURGE 2022**, IITK | *ML Research Intern* *(May'22 - Jul'22)*
- Developed prediction models for creep curves of Ti-Al alloys by mining data and modeling high-temperature behavior
- Parsed 10+ research PDFs to extract creep data via **NLTK tokenization** and **regex**-based pattern detection technique
- Engineered features with **PCA** and **Pearson correlation** & used region-wise regressions on plots to improve accuracy

## KEY PROJECTS

**EchoPilot – Agentic AI Copilot App + SDK** ◯ ⬈ ▶ *(Jul'25 – Sep'25)*
- Built a copilot with **role-based** access control enabling autonomous decisions via **LangGraph** pipelines, RAG, tool-call
- Designed a robust data ingestion layer supporting **multi-modal inputs** and file ingestion into the knowledge base
- Implemented smart summarization for **chat persistence**, preserving context while significantly reducing token costs
- Automated **JIRA ticket** creation for complaints & requests with auto-generated subject, description, and relevant tags
- Employed **LangSmith** tracing for detailed pipeline monitoring & built a **Streamlit** standalone app for deployment
- Built an AI **SDK** with **multi-tenant** support, structuring **ChromaDB** for efficient metadata filtering & session handling

**TrackX – Personal Finance Management App** ◯ ▶ *(May'25 – Jul'25)*
- Built a **production-ready** app using FastAPI, React, and SQLite to track daily transactions and achieve **financial goals**
- Implemented clean ops for transactions, recurring payments, savings goals, **visual analytics**, and account management
- Developed user management with **SHA** password hashing, **JWT** auth, and **refresh tokens** for extended user sessions
- Built **reset password** mechanism, **Figma** for wireframes, **Docker** for containerization, and **AWS EC2** for deployment
- Conducted competitor analysis using **WHOIS search**, scraped and analysed **Play Store** data using google-play-scraper
- Setup **cron jobs** for summary mail reports (Gmail **SMTP**), bank **statement import**, and expense **category prediction**

**Territorial Attack – Android Game** ◯ ▶ | *Game Development Club, IITK* *(May'21 – Sep'21)*
- Led program and design of a 2D projectile shooter game in **Unity** (C#) for **Android**, built by a 6-member dev team
- Integrated Photon Unity Networking (**PUN**) for real-time **multiplayer** with session management and **12** unique levels
- Published on Google **Play Store** with **800+** downloads and selected in Game Dev World Championship 2022 (**GDWC**)

## TECHNICAL SKILLS

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

## POSITIONS OF RESPONSIBILITY

**Founder & UG Convener | MatSoc – The Materials Society, IITK** *(Jun'22 – Jul'23)*
Built a 600+ member MSE community driving research, events, workshops, projects, and alum-professor networking

**Coordinator | Game Development Club, IITK** *(May'22 – Apr'23)*
Led a 3-tier team of 40+ fostering a game dev community with coding, art, design, workshops, jams, and projects

## ACHIEVEMENTS

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| Academics | Secured AIR **5764** in JEE Advanced 2020 and AIR **6837** in JEE Main 2020 among 1.2 Million applicants |
| Aptitude | Secured Global 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 |