

NIRANJAN KRISHNA

+91 9188 473 712 | niranjankrishna.acad@gmail.com
[linkedin.com/in/theniru](https://www.linkedin.com/in/theniru) | github.com/niranjankrishna

Performant **Software Engineer with 5+ years of experience** building scalable backend systems, AI-driven applications, and robotics solutions. Skilled in infrastructure engineering, distributed systems, and performance optimization. Proven ability to design, implement, and orchestrate high-performing systems and teams to meet business goals. Results-focused, fast learner, and driven by efficiency in execution.

EXPERIENCE

FULLSTACK ENGINEER | AUG 2025 – CURRENT

VA Labs, 6omb

- Built a platform for multi-tenancy voice agents to help bring 33% increased sales to customers with tele-calling in the US and EU.
- Increased code quality by 60% while refactoring incumbent platform built in React, Node and Firebase.
- Piloted database schema standardization, to reduce incumbent attributes by 12%, reducing bugs and increasing system reliability and robustness.
- Led development of Super Admin, as an emulation layer on top of existing application, improving RBAC and ensuring 20% increased admin efficiency.

Reference: Aditya Mishra (+91 70114 67321)

APPLICATION ENGINEER | NOV 2022 – APR 2025

Formant

- Led development of the core fleet management portal, increased Formant’s total revenue by ~30%.
- Piloted 99.8% uptime for managing 20,000+ production robots.
- Enhancing CSAT to >92% by engineering core libraries & pipelines in Python, Go, gRPC, & ROS2, for real-time robot control and communication,.
- Reduced latency from 15 minutes to <1 second in data ingestion for processing 500,000+ records per month by building fault-tolerant data ingestion pipelines.
- Processing 1M+ data points in real time with minimal latency for actionable operational insights by developed performance analytics tools using Snowflake and Python,

AI ENGINEER | NOV 2021 – APR 2022

Reknow.ai

- Saved over \$200k in cost for chatbot applications by fine-tuning GPT-J language models locally in Python.
- Achieved 85% accurate resolution of user queries by developing clustering-based QA models in PyTorch for user query resolution,

LEAD SOFTWARE ENGINEER | JAN 2021 – JUL 2021

FindMonster

- Created AR gameplay experiences using Niantic ARKit, incorporating real-world environmental awareness.
- Achieved IoU score > 0.7 by implementing semantic segmentation models to identify and classify natural objects for accurate AR object placement.

LEAD SOFTWARE ENGINEER | JAN 2020 – DEC 2020

TheGGLife

- Supported avg 150k+ concurrent users in live streaming by engineering live streaming server architecture in Node.js via WebSockets, for real-time interactions of audiences with games.
- Achieved 94% classification accuracy in command-to-gameplay translation via NLP using PyTorch in Unity-based multiplayer games with live-streams

SKILLS & EXPERTISE

- Python - Django, PyTorch, TensorFlow
 - Go
 - ROS2 (Nav2, tf2)
 - C++
 - C#
 - SQL, PostgreSQL
 - React, NextJs
 - Nodejs, Websockets
 - Augment Reality (AR), Niantic ARKit
 - gRPC, Protobuf,
 - Unity
- Docker, Kubernetes, Terraform,
 - AWS (EC2, S3, IoT Core),
 - GitHub Actions
 - Firebase
 - Prometheus, Snowflake
 - Redis
 - Celery, MQTT
 - hardware-in-the-loop (HIL) testing
 - GPT-J
 - Natural Language Processing (NLP)

PUBLICATIONS

“Classier Guided Diffusion for Image Inpainting. Applications to Fine Art”, Accepted at **LXAI at ICML 2022**