

Om Jadhav

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Education

AISSMS Institute Of Information Technology , Pune	<i>Expected June 2026</i>
Bachelor of Technology in Information Technology, GPA: 8.37/10.0	
Yashavantrao Chavan Institute of Science , Satara	<i>Aug. 2022</i>
High School (PCM + CS), Percentage: 75%	

Skills

Languages:	Python, C, C++, Java, JavaScript, Dart
Technologies:	Unix/Linux, Distributed Systems, TCP/IP, Machine Learning, Information Retrieval
Frameworks:	Spring Boot, React, Node.js, Flutter
Cloud/Tools:	AWS, Docker, Kubernetes, Jenkins, Firebase, Git
Databases:	MySQL, Trino, Apache Iceberg

Experience

Software Developer Intern Mar 2025

Armtech AI, Pune, India

- Architected AWS-based infrastructure for IoT projects, reducing operational costs by 15%
- Developed a real-time dashboard using Python and React, improving operational efficiency by 20%
- Implemented CI/CD pipelines using Docker and Jenkins for automated testing of microservices
- Designed distributed systems for processing large-scale sensor data from IoT devices in real-time

Flutter Developer Intern Oct 2024 – Nov 2024

DreamaAI, Remote

- Built cross-platform mobile features using Flutter, Firebase, and RESTful APIs
- Improved authentication flow efficiency by 30% through optimized state management
- Scaled backend logic to handle 5,000+ concurrent users using Firebase Cloud Functions
- Implemented machine learning-based recommendation system that improved user engagement by 25%

Android Lead on Campus Oct 2024 – Present

Google Developer Group Pune

- Lead Android development and mentor a 5-member student team on Google technologies
- Deliver bi-weekly feature rollouts with code reviews, improving app engagement by 40%

Projects

Metadata Visualizer React, Node.js, Trino, AWS

- Engineered a full-stack dashboard to visualize and manage S3 metadata across cloud platforms
- Created SDKs for Apache Iceberg tables and integrated Trino for distributed query optimization
- Implemented information retrieval algorithms to enable fast searching across distributed data

Smart Meter App Flutter, AWS IoT Core, MQTT, Python

- Developed an IoT energy monitoring system with real-time environmental tracking
- Built a secure remote device control system with authentication using AWS IoT Core
- Created a machine learning model to predict energy consumption patterns with 87% accuracy

Pixel Adventure Game Flutter, Flame Engine, Dart

- Created a 2D platformer game with animations, obstacle collision detection, and level logic
- Designed responsive UI that adapts to different screen sizes while maintaining performance
- Implemented state management for game progress and player statistics using local storage

Achievements & Certifications

- Active contributor to **Liquid Galaxy Project (GSoC)**, an open-source geo-visualization initiative
- Won "Best UI Award" (Top 8) at **COEP Inspiron Hackathon** from 240+ participating teams
- Secured Top 5 nationally at **CDAC National IoT Hackathon** for innovative smart city solution
- Received copyright for original AWS architecture design for scalable IoT data processing
- Ranked 2533 among 100,000+ participants in TCS CodeVita competitive programming contest