

APURV RAYATE, SOFTWARE DEVELOPER

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PROFESSIONAL SUMMARY

I am Apurv Rayate, a software developer experienced with React, Unity and generative AI tools. I specialise in systems thinking, rapid prototyping and cross-disciplinary collaboration. Most recently at Mastercard, I focused on building internal tools and data dashboards, simplifying decision making for non-technical staff and customers; and prototyped the use of AI in analysing and presenting complex financial data to stakeholders.

AREAS OF EXPERTISE

Technical Skills:

React, Typescript, Next.js, Three.js, Tailwind CSS, Node.js, Framer.js, PostgreSQL, Unity, Godot, Jenkins, Python, Adobe Creative Suite (Photoshop, Illustrator, Premiere), Figma

AI Tools:

GPT, Gemini, Mediapipe, Cursor, Copilot, Sora, Nano Banana

Business Skills:

Collaboration, MS Suite, Time Management, Communication, Leadership, Market Research, Prototyping

PROFESSIONAL EXPERIENCE

Software Developer @ Mastercard
New York City, NY (Full-time)

September 2023 – June 2024

Built internal and consumer-facing front-end applications as part of Mastercard's Card-on-File team using React.

- **Financial Data Dashboards**: Designed and implemented real-time financial data dashboards using React.js to simplify tracking and display of consumer fraud within Mastercard's Ethoca network.
- **Communication and Collaboration**: Collaborated with multiple internal teams to include feedback and ship projects on time.
- **DevOps**: Maintained CI/CD pipelines in Jenkins for Mastercard's Card-on-File team in collaboration with CitiBank.
- **AI Research**: Researched the use of AI tools in presenting financial data to customers.

Design Technologist @ SAP.io
Palo Alto, CA (Remote, Part-time)

June 2022 – May 2023

Built research demos and prototypes as part of SAP's Design Innovation team using Framer and Typescript.

- **React and Framer Prototyping**: Used Framer, three.js and React.js to prototype multiple demo prototypes for start-ups within SAP.io.
- **AI Dashboard Design**: Designed a 3D dashboard built on an AI simulation model for viewing historical customer supply data and automating new orders based on previous trends in orders.
- **Cross-Disciplinary Collaboration**: Worked with UI/UX Designers, Engineers and UX Researchers on multiple projects within SAP Labs.
- **Reusable Component Library**: Developed and documented a library of reusable React components in Framer for making future demos.

Unity Developer @ Parsons PETLab
New York City, NY (Part-time)

November 2021 – May 2023

Worked as a research assistant to build Colleen Macklin's game Cloud Theory in Unity.

- HuggingFace API + Unity Connection: Implemented a live connection between a fine-tuned GPT-Neo model hosted on HuggingFace and Unity.
 - Unity Text-to-Speech: Coded text-to-speech dialogue in Unity using the RT-Voice Plugin.
 - Unity Game Development: Designed a custom system for procedural dialogue using Unity scriptable objects.
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EDUCATION

Aalto University, Espoo, Helsinki
MA in New Media

Parsons School of Design, New York City, New York
BFA in Design and Technology

- Graduated with Academic and Departmental Honors

Cornell Tech, New York City, New York
Product + PiTech Studio Program

LANGUAGES

Fluent in English, Hindi, and Marathi
Conversational German and Japanese
