

# 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.

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## 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

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## PROFESSIONAL EXPERIENCE

### Software Developer @ Mastercard

*September 2023 – June 2024*

*New York City, NY (Full-time)*

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

June 2022 – May 2023

Palo Alto, CA (Remote, Part-time)

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

November 2021 – May 2023

New York City, NY (Part-time)

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*

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## LANGUAGES

Fluent in English, Hindi, and Marathi

Conversational German and Japanese

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