Rutvik Yamkanmardi

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TECHNICAL SKILLS

Programming Languages: C, C++, Python, Java, Go, JavaScript, SQL
Backend & Frameworks:Nodejs, Expressjs, Django
Databases: MySQL, PostgreSQL, Cassandra, MongoDB
Cloud & DevOps: AWS, GCP, Lambda, Docker, Kubernetes, GitHub Actions, CI/CD, Webhooks
Software Architecture & Messaging: Microservices, Agile & Scrum, RabbitMQ
AI & Data Processing: TensorFlow, PyTorch, CUDA, OpenCV, Nvidia Jetson, Computer Vision, Pandas, NumPy
Robotics & Embedded Systems: ROS2, Robotics Middleware, Nvidia Jetson

EXPERIENCE

Backend Team lead | *Chico State Enterprises - SAP UCC*   March 2024 – Present
- Redesigned the backend of the entire website
- Architectured the Database Design to handle the compromise between development speed and performance
- Optimised Database schema and APIs reduce latency issues
- Worked in a collaborative environment, to resolve conflicts and technical issues as part of "One Team"
- Agile Development process followed to continuously update the systems as per the changing needs of the client

Computer Vision - Research Assistant | *Chico State Enterprises*   June 2024 – Present
- Implemented Structure from Motion to calculate Rutting Depth on the Road
- Handled requirements in an AGILE method to ensure on-time delivery
- Used both Python-Matplotlib-OpenCV and MATLAB to generate a Point Cloud of SURF Features
- Worked in a collaborative environment, to resolve conflicts and technical issues as part of "One Team"
- Experimented with different algorithms to boost performance
- Implementation plans to reduce the cost of calculating Rutting Depth by 4000% - by cleverly using a single GoPro to generate the Point Cloud

Software Engineer | *IndiaMart InterMESH Ltd*   May 2022 – June 2023
- Developed and maintained a high volume API dealing with millions of per-day requests
- Performed database and server migrations to reduce latency issues
- Performed codebase migration - from PHP to Golang
- Optimised code to ensure faster delivery of packets

PROJECTS

Crosswalk Pedestrian Safety System | *OpenCV, Jeston Orin, C++, Yolo Object Detection*   May 2024
- Developed a pedestrian safety system using YOLO for object detection, optimized with CUDA for speed, achieving 90% accuracy, and deployed on a Jetson Orin board.

Multiplayer Chess Website | *Django, JS, GCP, Postgres*   October 2024
- Built a real-time multiplayer chess platform supporting 10,000 players with WebSockets, Dockerized for fast deployment, and load-balanced on GCP.

Voice-Activated Auto Navigating Robot | *ROS2, VOSK, GPT-3.5, Turtlebot, Python, Yolo*   December 2024
- Designed a ROS2-powered Turtlebot with GPT-3.5 for instruction processing, YOLO for object detection, and a wake-word system for privacy-focused activation

EDUCATION

California State University - Chico   June 2025
Master of Science in Computer Science   *GPA: 4.0/4.0*