RITIK SINGH

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EDUCATION

University of California, Irvine   Irvine, CA
Master of Computer Science   *Current – Dec 2026*

Purdue University   West Lafayette, IN
Bachelor of Science in Computer Science   *Aug 2020 – Dec 2023*

EXPERIENCE

Barksdale Control Products   Apr 2024 – Nov 2024
Product Manager   *Vernon, CA*
- Identified a 100k monthly sales deficit and created a product engagement plan which reduced the deficit by 10%
- Automated KPI analytics for bookings and shipments, monthly revenue, and inventory stocking using macros, eliminating 2 hours per day of manual calculations by the product team
- Developed a customer support plan to decrease average wait times for engineering support to under 24 hours

Edwards Lifesciences   May 2023 – Aug 2023
Software Engineer Intern   *Irvine, CA*
- Designed a distributed medical data pipeline using AWS Lambda and Step Functions to automatically ingest up to 15 Terabytes per month of Veeva Systems data into S3 for data analytics
- Enabled event-driven processing by using EventBridge to trigger ETL jobs in real time (< 30 second latency)
- Delivered an interactive Tableau dashboard powered by AWS Athena queries over S3 datasets to provide real time (hourly updates), self-serve analytics for business analytics and executive teams

Clear Edge Lending   June 2022 – Aug 2022
Software Engineer Intern   *Aliso Viejo, CA*
- Created a fully automated report in Python using years of past data to predict monthly loan volume and incoming revenue within 1% of true volume for 6 months to date (accurate in real time based on the loan pipeline status)
- Standardized the loan closing process to increase pipeline velocity and improve the closing ratio by 5%
- Built a Python automation script using Pandas and NumPy to extract and process application data from documents, generating loan closing estimates and reducing client closing lead times by 11%

PROJECTS

Color Perception Puzzle Game | *https://color-game-zeta-sooty.vercel.app/*   July 2025 – Current
- Designed and implemented a full-stack web game with progressive difficulty, featuring a real-time color-detection challenge where players identify subtly different tiles under strike limits
- Developed a secure backend using Node.js, Express, and Postgresql with HTTP-only cookie authentication via OAuth 2.0, enabling both guest and logged-in play with persistent stats
- Deployed backend service and database on Railway which communicates to the frontend hosted on Vercel

CCI Machine Learning Model | *Python, Pandas, Numpy, Keras, TensorFlow*   Dec 2022 – Dec 2023
- Built an NLP model on economic news headlines using TensorFlow Keras to predict Consumer Confidence Index
- Performed data preprocessing with pandas/NumPy including tokenization and padding for effective model input
- Designed and optimized an LSTM-based model with dropout and dense layers for continuous value regression
- Developed training and evaluation workflows with batching and metric tracking to enhance model accuracy to 90%

TECHNICAL SKILLS

Relevant Courses: Operating Systems, Parallel and Distributed Computing, Artificial Intelligence, Machine Learning
Languages: Python, C, C++, Java, HTML/CSS, TypeScript, JavaScript, C#
Frameworks and Tools: Bootstrap, React, Node.js, .NET, Tableau, Node.js, Git, Docker, Kubernetes, Vite
Database Management: SQL, PostgreSQL, NoSQL, MongoDB, Neo4j, Apache Hadoop