SAKSHAM ARORA

Software Developer

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EXPERIENCE

Juspay Technologies   **July 2021 - Present**
Product Engineer Intern   *Remote/Bangalore*

- Worked with the Settlement and Reconciliation Team of 12-15 people to build robust products to handle financial data implement new features and improvements from a product's business perspective.
- Built products using **R, Python, PostgreSQL, Docker** to perform Data Analytics, Service Integration, and Testing to automate and speed up the process of settlements and reconciliation of payments in different formats for various products including UPI, Credit and UPI IPO.

Python Software Foundation   **May 2021 - August 2021**
Project Mentor   *Remote*

- **Guided 3 student developers** for Intel's Open-Source project DFFML ⚲, in Google Summer of Code on projects involving - 1. Archive support for machine learning models, 2. Data cleanup operations, 3. Jupyter notebook support.
- Co-ordinated and participated actively in brainstorming ideas, reviewing, and collaborating with students on tasks.

Python Software Foundation   **May 2020 - August 2020**
Google Summer of Code Student Developer   *Remote*

- Contributed to Intel's open-source repository DFFML. Project Link: Integrating Image Processing into DFFML ⚲
- Implemented OpenCV-based operations for **image manipulation, pre-processing**, thus automating more than 80% of the task and implemented i**mage processing and deep learning** pipelines.
- Wrapped **PyTorch**-based Convolutional Neural Network Models with dynamic loading for classification on images.

EDUCATION

Maharaja Agrasen Institute of Technology   **July 2018 – June 2022 (Expected)**
Bachelor of Technology in Information Technology   *Delhi, India*
CGPA (till 6th Semester) : 8.96/10

TECHNICAL SKILLS

Languages: Python, R, JavaScript, Dart, ShellScripting, C++, SQL (PostgreSQL, SQLite, MySQL)
Tools and Frameworks: Flask, NodeJS, Tidyverse, REST APIs, GraphQL, Django, ReactJS, SQLAlchemy, Prisma, Heroku, Docker, Firebase, Git/GitHub, Google Cloud Platform, Scikit-Learn, Numpy/Pandas, PyTorch, OpenCV, CI/CD
Interests: Backend Development, DevOps, Deep Learning, Computer Vision, Open-Source, Project Management, Mathematics

PROJECTS

Handwrite ⧉ | *Python, Typography, Image Processing, Flask, React*   **December 2020**

- Collaborated to develop a tool that lets anyone create custom fonts based on their handwriting which can easily be used in text editors and word processors.
- Available as a Python Package (more than 5,500 downloads) and as a React WebApp ⚲.

Simulate ⧉ | *Flutter, Dart*   **January 2020**

- Collection of more than 10 smooth, informative, beautiful simulations based on mathematical concepts and algorithms.
- Support for Android, iOS, and Web ⚲.

BoxIt ⧉ | *Flutter, Dart, NodeJS*   **April 2021**

- A Flutter-based multiplayer dot connecting game using Websocket server in NodeJS. It can be played by 2-4 players.

RoadFighterAI ⧉ | *Python, AI, Deep Learning*   **July 2020**

- Remade the racing arcade game 'Road Fighter' using the PyGame library. Used reinforcement learning techniques like NEAT and Deep Q learning using PyTorch to create an AI car agent to learn to drive through traffic without collision.

Other Projects | *Computer Vision, Deep Learning, Machine Learning*

- **Image Colorization**: Implementation of a deep learning image colorization pipeline using PyTorch and OpenCV.
- **Sudoku Solver**: A Computer Vision based project to solve a 9x9 Sudoku using unsolved sudoku images as input.