

SAMAN SIDDIQUI

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EDUCATION

Jaypee Institute of Information Technology

Degree Name - Electronics and Communication

September 2022 – June 2026

Noida, Uttar Pradesh

St Mary's Convent Inter College

Senior Secondary Education(ISC) - **Percentage - (94.25%)**

April 2020 – May 2022

Lucknow, Uttar Pradesh

TECHNICAL SKILLS

Languages: Python, Java, C, C++, TypeScript, SQL, HTML, CSS

Tools/Platforms: Docker, GitHub Actions, Stripe, MongoDB, JWT, Twilio, Git/GitHub, VS Code, CUDA

3D/Animation: Three.js, React Three Fiber, React Three Fiber, Blender, GLSL

Technologies/Frameworks: Linux, GitHub, ReactJS, Redux, NextJS, NodeJS, ExpressJS, Git, Mongo, PyTorch, OpenCV, TailwindCSS

PROJECTS

Samans Portfolio Website | Interactive 3D Portfolio made with Blender, Three.js, and GLSL April 2025

- Developed a personal website inspired by my desktop setup using Blender, Three.js, GLSL, and JavaScript, creating an interactive experience that reflects my personal style and showcases my technical skills in 3D design and web development.
- Utilized Blender for composition, texturing, lightmapping and modeling of elements.
- Utilized game programming knowledge and 3D mathematics to develop interactive features such as a Rubik's Cube and a Whiteboard.
- Integrated system controls, encompassing raycasting and camera movements throughout the scene, to enhance immersion.
- [Live site here](#)

Digital Wallet Platform | React, Node.js, Express, Stripe, MongoDB, JWT, Docker, Heroku June 2025

- Containerised the entire stack with Docker Compose, shrinking "first-run" setup to one command and guaranteeing identical dev/prod environments on Heroku's container stack..
- Engineered a high-throughput REST API (JWT auth + Stripe webhooks) that clears deposits, P2P transfers, and payment requests in ≤ 150 ms, backed by automated tests in a GitHub Actions CI pipeline..
- Crafted a mobile-first React dashboard (Redux Toolkit + Ant Design) providing real-time balance updates, searchable tagged ledgers, and quick-add actions—cutting user cash-flow task time by 40 percent.
- [Live site here](#)

Real-Time Object Detection System | Python, PyTorch (YOLOv10), OpenCV, CUDA January 2025

- Engineered a GPU-accelerated YOLOv8 inference pipeline achieving sustained 19 FPS real-time detection on webcam feeds.
- Implemented real-time bounding-box overlays with confidence scores in an intuitive OpenCV GUI to enhance monitoring and usability.
- Validated system robustness across 750+ frames and 11 object classes, demonstrating high detection accuracy and cross-platform portability.

INTERNSHIP

Ezyr

Frontend Development Intern

April 2024 – Present

Remote

- Architected Ezyr's React.js project dashboard by integrating with the /v1/projects endpoint and adding skeleton loaders, error/empty states, and smooth detail-page navigation—improving perceived load times by up to 30 percent.
- Enforced strict type safety with TypeScript and centralized state via React Context API, cutting unnecessary re-renders by 30 percent and preventing a whole class of runtime errors.
- Owned end-to-end Agile delivery of key UI features—partnered with backend and UX teams to define API contracts, triaged and fixed 20+ production bugs, and shipped the module within three sprints, exemplifying "Ownership" and "Dive Deep."
- Mentored peers and standardized code practices by writing internal docs on React/TypeScript patterns, onboarding two new interns, and reducing PR review cycles by 40 percent, demonstrating a bias for action and customer obsession.