

Pratik Shah

pratik2002shah@gmail.com | +1 (404)-428-6340 | www.linkedin.com/in/shahpratik02 | <https://shahpratik02.github.io>

Education

Georgia Institute of Technology , Atlanta, USA	[Aug '24 - May '26]
<i>M.S. in Computer Science (Specialization: Machine Learning)</i>	Overall GPA: 3.87/4.00
Indian Institute of Technology (IIT) Bombay , Mumbai, India	[Nov '20 - May '24]
<i>B.Tech in Mechanical Engineering with Honors Department Rank 5 among 190+ students</i>	Overall GPA: 9.44/10.00
<i>Minor in Data Science and Artificial Intelligence</i>	

Publications

- "RANGER: Repository-Scale Agent for Graph-Enhanced Retrieval" Under Review in **ICLR 2026** [arXiv:2509.25257](https://arxiv.org/abs/2509.25257)
- "Lagrangian Index Policy for Restless Bandits with Average Reward" Submitted in **Queueing Systems Journal** [arXiv:2412.12641](https://arxiv.org/abs/2412.12641)
- "Reinforcement Learning in non-Markovian Environments" Published in **Systems & Control Letters Journal** [vol. 185, 105751](https://doi.org/10.1016/j.syl.2024.105751)

Work Experience

Georgia Tech HPC Center (PACE) Graduate Research Assistant	[Jan '25 - Present]
<ul style="list-style-type: none">Developing a multimodal AI inference server running GPT-OSS-120B, InternVL-3.5, and SD-XL, using vLLM for LLM/VLM tasks and TensorRT-engine Triton server for image generation, unified by a custom OpenAI-style API wrapper for LiteLLM integrationOrchestrated LiteLLM request routing across ephemeral Slurm-scheduled GPU nodes running Apptainer-based inference servers, and built a cron-driven self-healing system for automated service discovery and failover in a non-Kubernetes HPC environmentWorking on the AI Makerspace, a campus initiative, leading tutorials like implementing FlashAttention in CUDA from scratch	
Nutanix Intern, Member of Technical Staff	[May '25 - Aug '25]
<ul style="list-style-type: none">Developed RANGER a repository-scale agent utilizing RL-enhanced GraphRAG for code tasks Provisional Patent & ICLR '26Created a Monte Carlo Tree Search (MCTS) based graph retrieval algorithm fusing bi-encoder speed with cross-encoder precisionBuilt an AST-based tool to construct Neo4j knowledge graphs of entire repos, capturing hierarchical and cross-file dependenciesDeveloped a dual-stage retriever combining text2cypher for entity lookup with the novel MCTS algorithm for graph traversalBeat Qwen-3-8B (SOTA) semantic retrieval, scoring 6% higher NDCG@10 on CodeSearchNet (NL→Code benchmark). Got 6% higher exact match on CrossCodeEval and 5% higher accuracy on RepoBench for code completion and retrieval over baselines	
Microsoft Data Science Intern	[May '23 - Jun '23]
<ul style="list-style-type: none">Automated personalized health tips generation using OpenAI GPT Models on MSN health pages data In ProductionImplemented an automated RAG pipeline from scratch using serverless Azure Functions, created REST APIs to retrieve contextual data from Azure SQL, and leveraged the OpenAI Completions API to interact with GPT-3.5 for generating tipsReduced the tip generation time from 2 weeks to 30 minutes for 100 tips and attained a per-tip cost of ~ \$0.0015Created a GPT-3.5 based translation pipeline, expanding coverage from 14 English to all 24 markets, including non-English ones	
Data Axle Data Science Intern	[May '22 - Jul '22]
<ul style="list-style-type: none">Consolidated 50,000 job titles into 1,000 standardized titles using NLP and clustering for the company's lead generation serviceApplied tokenization, GloVe vectorization, dimensionality reduction (PCA, t-SNE), and K-means clustering to group job titles	

Research Projects

Lagrangian Index Policy (LIP) for Restless Bandits With Average Reward	[Jul '23 - Dec '24]
<ul style="list-style-type: none">Developed LIP, a Deep RL policy, for Restless Bandits backed by theoretical optimality proofs, outperforming the SOTA Whittle Index Policy in both memory efficiency and long-run rewards for constrained resource allocation and scheduling tasks	
Reinforcement Learning (RL) in Non-Markovian Environments	[Dec '22 - Sep '23]
<ul style="list-style-type: none">Developed a Recurrent State-Space Model (RSSM) in TensorFlow to solve partially observed control tasks, utilizing a recursive predictive autoencoder to learn latent dynamics from historical data which are then used by a Deep Q-Network to take actionsBuilt an alternating RSSM training pipeline with hybrid MSE + BCE losses that improved episodic rewards by 5x over baseline	

Technical Skills

Skills	AWS Certified Cloud Practitioner , Python, C++, SQL, Azure, Spark, Java, CUDA, Linux, Neo4j, Git, Slurm
Frameworks	PyTorch, TensorFlow, vLLM, LangChain, LlamaIndex, HuggingFace, OpenAI, Gym, RLlib, torchrun, TensorRT

Extracurricular Activities and Awards

- Scholarships:** [KCMET Fellowship](#) ['24], [NFIA Scholarship](#) ['24], [KVPY Fellowship](#) ['19 & '20]
- Led IITB's [autonomous underwater vehicle team](#) on [L&T](#) Defence ROV and [ONGC](#) subsea inspection project [Aug '22 - May '23]
- Elected as a student **mentor** for **14** freshmen and **4** sophomores, offering academic and general guidance [May '22 - May '24]