Siddharth Paul

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Summary

Dedicated and results-driven software developer with three years of experience and a strong passion for crafting efficient and innovative software solutions looking for internship opportunities.

Experience

Iconectiv Ericsson

Software Development Intern

May 2024 to August 2024 Bridgewater, NJ

- Worked in the DevOps team to architect and develop a platform for displaying third-party software dependencies across all applications, reducing time spent on dependency tracking and improving transparency across 200+ applications.
- Engineered a Python-based back-end solution to automate the extraction and parsing of GitHub repositories, capturing over 1,000 library names and associated metadata across 10+ repositories.
- Developed the application's front end utilizing Ruby on Rails, the Smashing dashboard framework, Node.js, and AngularJS, resulting in over 100 pages being automatically generated and refreshed.
- Integrated services using AWS Lambda functions to streamline workflow automation and asynchronously
- Oversaw all stages of product development, from initial planning to release and deployment, successfully delivering the project components 2 weeks ahead of schedule.

Chief Technical Officer https://myndful.ai/

August 2022 - PRESENT

Metuchen

- Developed the world's first machine learning-powered chatbot, Myndful, serving as a comprehensive mental health resource directory for high school students, reaching over 6,000 students across 5+ schools and increasing access to mental health resources by 4,000 uses a week.
- Developed an innovative chatbot using a diverse tech stack, including Tensorflow, NLP, ReactJS, HTML + CSS, FastAPI, and AWS EC2.
- Engineered Myndful to maximize interactivity and user input responsiveness and developed a react chatbot component that prioritized responsiveness and ease of use, leading to its successful deployment
- Led Myndful to become an award-winning solution, earning 3 awards at hackathons and presenting at 2 education conferences.

ICode Bridgewater Programming Instructor May 2023 – August 2023 Bridgewater

- **Spearheaded engaging and educational summer camps**, empowering over 100 students to craft interactive games and improve their programming skills, with 90% of participants demonstrating a significant boost in coding proficiency.
- Taught hands-on coding and STEM skills to students through iCode's camps, covering topics like game development, app design, robotics, and advanced programming, fostering creativity and technical expertise in a collaborative learning environment
- Cultivated an inclusive and comprehensive curriculum that guided over 50 students through complex software development topics, increasing student engagement and retention at ICode for further learning opportunities.
- Taught a range of programming languages, including JavaScript, Python, Lua, Java, and C#, to over 50 students, improving their technical proficiency across various coding assessments.

Education

Rutgers University

Physics, Computer Science

September 2023 - December 2026

October 2024

- Physics Coursework: Thermal Physics, Modern Physics, Physics 203, Physics 204, Analytical Physics II, Modern Instrumentation, Calculus I, Calculus II, Multivariable Calculus, Differential Equations
- Computer Science Coursework: Introduction to Computer Science, Data Structures, Introduction to Discrete Structures I, Intro to Linear Algebra

Projects

Interactive 3D MRI Analysis with a Gesture-Controlled Hologram

https://devpost.com/software/holobrain

- Developed a CNN model capable of distinguishing between healthy and diseased brains, enhancing diagnostic accuracy.
- Implemented a Dynamic HUD, allowing doctors to upload and visualize diseased brain models in a 3D environment for improved anomaly detection and treatment planning.
- Integrated gesture control enables users to navigate and zoom through brain models using hand movements, enhancing interactivity and aiding medical professionals and students in exploring complex

Python, Pytorch, CNN, Computer-vision, OpenCV, MediaPipe, Unity, C#, 3D Modeling

Extracurriculars

IEEE-VEXU

Build Lead

- **Designed and assembled** high-performance mechanical components for competition robots.
- Programmed and optimized robot functionality to enhance efficiency, accuracy, and adaptability.
- **Integrated hardware and software** solutions to ensure seamless operation during competitive events.
- Troubleshot and refined mechanical and control systems to maximize performance and reliability.

Rutgers University Society of Physics Students

Member

Collaborated with faculty, staff, and students to identify and expand opportunities for Physics majors in laboratory experiences and research internships.

Skills & Abilities

- Proficient in multiple programming languages
- Knowledge of version control systems (Git)
- Expertise in security practices for web applications
- Strong analytical and problem-solving skills to identify and resolve technical issues
- Effective communication and collaboration skills to work in cross-functional teams

Awards and Recognition

Congressional App Challenge Winner

2023

Recipient of an award for developing Myndful, a website that leverages an AI-powered chatbot to provide personalized and relevant mental health resources.

Keynote Speaker at the NJASCD conference

2023

Served as the Keynote Speaker at the NJASCD Conference, delivering an engaging presentation on mental health and educators' roles in helping students.

Hackathon Winner 2022-2024

HackRU Fall 2024 First Place - https://devpost.com/software/holobrain

HackMCST 2022 First Place - https://devpost.com/software/mindful-health

MontyHack 2022 Best Use of AI - https://devpost.com/software/mental-health-chat-bot-imoc8s

RidgeHacks 2022 First Place