

EDUCATION

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| University of Illinois Urbana-Champaign (UIUC) | Expected: December 2025 |
| Master of Computer Science | |
| • Courses Taken: Advanced Distributed Computing, Computer Security, Cloud Networking, Deep Learning For Computer Vision | |
| Arizona State University (ASU) | August 2020 – May 2024 |
| Bachelor of Science in Computer Science | 4.00 GPA |
| • Courses Taken: Data Structures & Algorithms, Operating Systems, Distributed Systems, Software Design Principles, Computer Networks | |

WORK EXPERIENCE

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| Software Engineer Intern | May 2025 – Current |
| PayPal Inc. | Scottsdale, AZ |
| • Engineering Spring Batch pipeline to automate reconciliation of over 6.5M+ failed financial events, reducing manual SQL fixes. | |
| • Implementing event requeue logic based on lifecycle state transitions and timestamps to ensure correctness and idempotency at scale. | |
| • Troubleshooting QA failures using distributed log analysis and event state inspection; validating batch behavior across systems. | |
| • Writing unit and integrated tests using JUnit, Mockito, and WireMock for end-to-end validation; building observability dashboards. | |
| Cloud Engineer | January 2025 – April 2025 |
| Nexus | Remote, USA |
| • Defined AWS architecture for multi-user coding platform, enabling CI/CD, ECS scaling , and region-based production readiness. | |
| • Reduced deployment time by 90% with 3 GitHub → CodeBuild CI/CD pipelines for frontend, backend, and infrastructure. | |
| • Refactored EC2-based stack to serverless AWS (ECS, EFS, S3, Route53, DynamoDB) with CDK, reducing infra overhead by 30%. | |
| • Delivered production-ready deployment in 6 weeks by aligning infra roadmap with dev workflows and cross-team priorities. | |
| Software Development Engineer Intern | May 2023 – August 2023 |
| Amazon.com | San Diego, CA |
| • Built automated orchestration with Lambda, SQS, Java & TypeScript to back-fill a million records, saving developer time by 99%. | |
| • Architected 1-click reusable cloud stack using AWS:CDK to perform batching for downstream services with rate-limited TPS. | |
| • Constructed robust error handling mechanism with automated retries for transient errors reducing failure, ensuring 100% data integrity. | |
| • Tested system end-to-end using JUnit5 achieving 100% code coverage. Deployed real-time monitoring dashboard using CloudWatch . | |

PROJECTS

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| 360Torrent Distributed Systems Engineer Python (asyncio), Ansible, tmux, P2P Systems, BitTorrent |
| • Developed a Python-based P2P CDN for 360° video, reducing download latency by 42% via geo-aware chunk prioritization. |
| • Designed churn-resilient downloader using asyncio , adaptive health checks, and rarest-first strategy; improved reliability by 35%. |
| • Deployed system on 20 VMs using tmux, tc, and Ansible , simulating 100+ clients with region-aware network conditions. |
| • Integrated popularity matrix at tracker; pre-seeded hot chunks across peers, cutting startup latency by 28%. |
| Banking Easy Network Engineer Java, Network Programming, Sockets, TCP/IP |
| • Implemented P2P banking application in Java (Sockets) leveraging network programming to perform parallel processing transactions. |
| • Created a shared customer cohort with a bank to perform 100+ transactions and update the system state in real-time. |
| • Reduced error rates by 30% by deploying advanced checkpoint and rollback algorithms, managing transaction conflicts, data corruption, and network failures. |
| PitchPal ML Engineer PyTorch, Torchvision, OpenCV, CNN, MediaPipe |
| • Designed and implemented an AI-powered multimodal analysis system that evaluates elevator pitches using speech and facial cues. |
| • Built a nervousness classification model using EfficientNet-B0 trained on custom-labeled facial expressions, achieving 80% accuracy . |
| • Integrated eye contact detection using a pre-trained CNN-based facial gaze tracker, to enhance nervousness classification. |
| • Developed a fully automated local inference pipeline for video analysis with PyTorch, OpenCV, dlib, and MediaPipe . |

SKILLS

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| Languages: | Java, C/C++, Python, TypeScript, C# |
| Development: | Web {ASP.NET, RESTful APIs, WSDL, React.js}, Spring Batch, iOS {SwiftUI} |
| Databases & Tools: | MySQL, JDBC, Git, JUnit, XML, JSON, Linux/Unix Systems, Ansible, tmux, CoreML, CocoaPods |
| Cloud Services: | AWS {CDK, Lambda, SQS, S3, ECS, EFS, EC2, RDS, API-Gateway, CloudWatch}, Firebase {Auth, Firestore} |