SIDDHARTH JAIN

Seeking Production Engineer (Early Career) Role At Palantir

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EDUCATION

University of Illinois Urbana-Champaign (UIUC)

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

Expected: December 2025

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

Software Engineer Intern

May 2025 – Current *Scottsdale, AZ*

PayPal Inc.

• 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

San Diego, CA

Amazon.com

- 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

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

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}