SOM WAKDIKAR

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EXPERIENCE

Paycom | Software Developer **Jun 2025 – Current**

Full-stack, PHP, C#, React, SQL, JavaScript/TypeScript

- Developed an employee salary attestation tracker for PTO usage and resolved critical cross-platform bugs through collaboration with Dev, QA, and Product teams, ensuring an on-time deployment to Prod servers
- Maintained full-stack features for client-facing Accrual Processing SPAs, improving efficiency and user experience

Lockheed Martin | DevSecOps & Embedded Software Engineer **Jun 2024 – Jun 2025**

Python, Linux, Unix, C, C++, OOD, OOP, Bash, Shell, CI/CD, Docker/Podman, Agile Scrum/Kanban, Perl

- Founded Gitlab CI/CD pipelines across 11 agile teams, automating deployment, compilation, and testing; led *all* technical demos regarding pipeline infrastructure and features to generate cross-process communication files
- Streamlined F-35 mission software development by automating builds with CI/CD pipelines, containerized environments for various OS, Makefiles, and RPM packaging
- Refactored legacy Ada code into Object-Oriented C++ for the F-16 fighter, improving the code architecture's maintainability and scalability for future development
- Built automation tools in Python/Bash integrating tools such as Clang LLVM, GDB, CMake, Make, and g++ to reduce repetitive code development and code reviews by ~33%

NASA | Software Engineer **Jan 2023 – Aug 2023**

Python, Linux, Unix, Bash, Shell, MediaWiki, React, Node.js, PHP, SQL, Unity VR, Computer Vision

- Developed a Python and computer vision solution to provide a real-time video feed for Starliner flight control team, earning an award for outstanding contributions
- Built a Python MediaWiki extension on Linux with SQL/PHP integration for ITAR-compliant Artemis mission training; debugged telemetry and flight display issues across the deployed architecture, Python and proprietary GUI systems
- Pioneered a React + Node.js web app for new hire training and a Unity VR experience for ISS astronaut training

University of Texas | Nano-electronic Software Researcher **Aug 2023 – May 2024**

Julia, CI/CD DevOps with GitHub, OOP, React

- Researched and optimized matrix inversion routines for structured 1M×1M+ matrices, reducing computational requirements enough to run on a standard laptop instead of a supercomputer, cutting costs
- Registered a FOSS simulation to model nano-electronic devices (Julia/React), modularized software with OOP, implemented CI pipelines to run tests and automatically generate documentation from code comments

University of Texas | Propulsion Team Leader | Design, Build, Fly **Aug 2021 – Jan 2023**

- Led the team to a top-10 finish, optimizing the propulsion system and engineering a critical fix to the deployment system

TAMS | Civil Engineering Researcher **Dec 2020 – Aug 2021**

- Stress/strain analysis of shear walls using Abaqus FEA; modeled a 155-unit apartment using Autodesk Revit

EDUCATION

B.S. Electrical & Computer Engineering, The University of Texas at Austin, Austin TX **Aug 2021 – May 2024**

- GPA: 4.0/4.0, graduated early in 2 years with High Honors
- Technical Cores: Software Engineering, Computer Architecture & Embedded Systems

Honors Diploma, TAMS, Denton TX **Aug 2019 – May 2021**

- GPA: 4.0/4.0, Early college residential program for high-school students
- Awarded for exceptional academic performance and completing 475 community service hours

PROJECTS

- Fine-tuning an LLM: Successfully achieved a higher accuracy than GPT 3.5 Turbo on logical reasoning datasets
- Hardware Checkout: Used React, MongoDB, Heroku, Flask, and JavaScript to create a full-stack web application
- Kaggle Competition: Ranked 2nd/104 in AI/ML Data Science course competition for binary classification
- Weather Application: Java, Android Studio, Google APIs, Weka and tested on an Android smartphone
- Embedded Systems: Engineered RF communication between two devices and developed a two-player video game
- Earthquake Damage Prediction: Python machine learning models to predict building damage after an earthquake