Vishesh Choudhary

Software Engineer

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SUMMARY

Software Engineer with 1.5 Years of Experience designing, developing, and deploying scalable products using Python, Golang, Rust & Elixir. Proficient in full-stack development and backend architecture with a strong focus on solving complex challenges. Expertise in building and deploying machine learning models using TensorFlow, PyTorch.

EXPERIENCE

Tune Al Machine Learning Engineer

Internship

• Engineered and automated **end-to-end ML pipelines** (training, validation, deployment), cutting experimentation **cycle time by 40%** and **accelerating feature delivery**.

06/2023 - 02/2024

- Deployed **production-ready ML** models **serving realtime predictions at scale**, improving **decision accuracy** across client-facing systems.
- Partnered with cross-functional product, infra, and data teams to drive seamless ML adoption, boosting system reliability and reducing downtime.

Economize.cloud 01/2022 – 07/2022 Backend Developer & UI/UX Engineer Internship

- Designed and shipped responsive, data-driven UIs used by 1K+ users, increasing task completion speed by 30% and cutting onboarding friction.
- Developed backend integrations with Google Cloud Platform and SendGrid API, reducing manual communication workflows by 25%.
- Collaborated with designers and engineers to **deliver pixel-perfect**, user-centric experiences, raising customer satisfaction scores.
- Contributed to a **scalable cloud cost-optimization** platform, enabling clients to cut infrastructure expenses by measurable margins.

TECHNICAL SKILLS

Programming Languages

Python, Rust, Go, Elixir, C++, Java, SQL, Shell, Unity, C#

Mobile Development

Native Android, Flutter, React Native

Web Development

Three.is, Vue, React, Typescript

Machine Learning Libraries & Tools

TensorFlow, PyTorch, Scikit-learn, OpenCV, NumPy, Pandas

Data Handling & Visualization

Big Data Processing, Data Quality Inspection, Data Preprocessing

Cloud & Deployment Technologies

Docker, Kubernetes, AWS, Azure, Terraform, Grafana

CERTIFICATIONS

- Concurrent Programming With GO
- Advanced Branching and Looping in GO
- Building Distributed Applications with GO
- Bayesian Methods for Machine Learning
- DeepLearning.Al TensorFlow Developer
- Deep Learning Specialization
- Advanced Linear Models for Data Science 1: Least Squares
- Advanced Linear Models for Data Science 2: Statistical Linear Models
- Sequence Models for Time Series and Natural Language Processing on Google Cloud
- Advanced C Programming Integrating C and Assembly Language
- Advanced C ThreadSafe Data with Concurrent Collections
- Developing Source Generators in C#

PROJECTS

- <u>DDoS Attack Mitigation Using SDN and MLP</u>: A Combination of Software Defined Network (SDN) and a Multi Layer Perceptron (MLP) Neural Network for Mitigating DDoS Attacks Using Rust & Python.
- Aeon Keys Wavetable Synthesizer: Browser-Native Wavetable Synthesizer Built Using Rust DSP, WebAssembly, and Web Audio API.
- <u>Prisonic Fairytale</u>: Chrono Trigger-inspired MMORPG Built with Godot, Elixir, and Docker. Retro SNES Style Meets Real-Time Multiplayer, Persistence, Scalable and Fault-Tolerant Backend.
- <u>Session Hijacking Prevention</u>: Prevention of Session Hijacking using Session ID Reset Approach with the Implementation of **Kerberos** Algorithm in **GO**.
- Neo High-Performance Single-file HTTP Server: A High-Performance HTTP Server Built in Rust, ~2x faster than Miniserve by Specializing in Minimal Request Handling.

EDUCATION

Vellore Institute of Technology

Integrated Master of Technology (MTech.), Computer Science Engineering · (June 2020 - July 2025)

Grade: 9.03/10.0 CGPA. Grade - S