•Vellore Institute of Technology, Chennai	2021-Present
Bachelor of Technology in Computer Science and Engineering with specialization in AI and ML	CGPA: 8.94
•Ryan International School, Ghaziabad - Senior Secondary	2021
Central Board of Secondary Education $(C.B.S.E)$	Percentage: 88.6
WORK EXPERIENCE	
•Samsung Prism Intern	Oct'23 - Present
Samsung R&D Institute Bangalore	Remote
– Collaborated with Samsung mentors to refine application functionality, leveraging industry expe	ertise.
- Mastered NSA, SA, and LTE technologies to address complex network challenges and inform de	evelopment decisions.
- Engineered a robust API to enhance data collection efficiency, bolstering the app's impact on ne	etwork monitoring.

•Junior Software Development Engineer

Shah Gems and Jewellery Mfg.Co.

- Promoted to Junior SDE in Dec '23, acknowledging consistent high performance.
- Led end-to-end full-stack app development, ensuring timely delivery and surpassing project objectives through agile methodologies and rigorous testing protocols.
- Optimized internal workflows for enhanced efficiency by spearheading the development of a company dashboard.

•Flutter Developer Internship

Harel Infotech Pvt.Ltd.

- Played a pivotal role in developing, deploying, and maintaining the Fossip Merchant app.
- Ensured optimal performance through active involvement in app deployment and conducting critical maintenance tasks.
- Implemented 12 new features and functionalities, incorporating state management, controllers, and accessibility features to enhance the app's capabilities and user experience.

Positions of Responsibility

•Google Developer Students Club VIT Chennai Web Development Team

- Directed the successful coordination of major events with 300+ participants, highlighting adept event management skills.
- Co-led the design and development of the club website, greatly enhancing its functionality and user experience.

•Android Club VIT Chennai Joint Secretary

- Orchestrated the seamless execution of 8+ large-scale events, showcasing adept leadership and organizational provess.
- Pioneered recruitment initiatives, elevating club membership and fostering a vibrant community of tech enthusiasts.

Projects

•Smart City Feedback System 🖓

 $A\ citizen-engagement\ Flutter\ app\ for\ smart\ city\ development,\ empowering\ users\ to\ provide\ feedback\ and\ suggestions.$

- Created a Smart City Feedback App using Flutter, enabling users to submit feedback with titles, descriptions, and optional images.
- Recognized at Flutter Fest by GDSC VIT Chennai, ranking among the top 4 teams for innovation and technical proficiency in improving citizen engagement.

•Gem Watchdogs

 $Real-time\ price\ comparison,\ data\ analytics,\ and\ data-driven\ recommendations\ for\ users,\ vendors,\ and\ e-commerce.$

- Created a Chromium web extension and app, optimizing server-side computation for enhanced performance. Utilized web scraping and API integration for real-time data collection from major e-commerce platforms.
- Contributed to efficient data processing, empowering better decision-making through enhanced analytics.

TECHNICAL SKILLS AND INTERESTS

Tools: JavaScript, Java, Python, JIRA, Visual Studio

Hard Skills: Encryption (Advanced), Authentication (Experienced), Manual Testing, Software Testing, Object-oriented Programming Techniques, Agile Methodologies, Software Development

Software Development Techniques: Agile Methodologies (Scrum, Kanban), Waterfall Model, DevOps

 $\label{eq:rescaled} \textbf{Front-end Frameworks: NextJs, SvelteKit, ReactJs, React Native, Flutter}$

Back-end Frameworks: .NET Framework, Django, ExpressJs, Flask

 ${\bf Cloud}/{\bf Databases:}\ {\rm MongoDB},\ {\rm Google}\ {\rm Cloud},\ {\rm Firebase},\ {\rm Relational}\ {\rm Database}\ ({\rm MySQL})$

ACHIEVEMENTS

•MindScape(Awarded 2nd prize at IIT BHU Design Rush Competition)
•Segue 2.0 Global Design Thinking Challenge(Awarded 2nd prize at NIET)
•FlutterFest(Runner-up at GDSC, VIT Chennai)

onitoring. Sep'23 - Mar'24

July'23 - Sep'23

Remote

Remote

Nov'23 - Present

May'23 - May'24