Siddharth Gianey
Software Engineer Profile

City, State Zip Code • Phone Number • Email
LinkedIn URL • GitHub

Highly resourceful professional with a solid background in software engineering, mobile/web application development, software architecture building, and bug fixing along with artificial intelligence, machine learning, and big data analytics.

Instrumental in designing, developing, testing, and enhancing Android mobile and web applications with associated backend/frontend systems by collaborating with cross-functional teams. Adept at identifying and scaling bottlenecks, investigating and fixing issues, and creating new ways to optimize the functioning and service delivery. Experienced in developing and deploying new capabilities for applications/systems in alignment with product development initiatives.

Areas of Expertise

- Software Development Lifecycle (SDLC)
- Product Development & Deployment
- User Experience/Interface (UX/UI)
- New Feature Development
- Project Management
- Software Architecture
- Coding & Programming
- Performance Optimization
- Object-oriented Programming (OOP)
- Debugging & Bottleneck Mitigation
- Continuous Process Improvement
- Cross-functional Collaboration

Technical Proficiencies

Programming Languages:	C++, Java, Python, Kotlin, R, JavaScript, HTML/CSS, Haskell, Swift, Go, SQL, MySQL
Distributed File System/Programming:	HDFS, Hadoop, MapReduce, Hive, Pig
Frameworks:	Flask, Kivy, Node.js, Vue
Tools & Software:	Git, GitHub, XCode, Android Studio, MS Office Suite, Adobe Professional Suite, GCP's App Engine

Education

B.Sc. in Computer Science; Minors in Mathematics (Honors College – GPA: 3.70/4.00)   8/2020 – Expected 12/2024
University of South Carolina

Coursework: Database System Design | Probability | Artificial Intelligence | Mobile Application Development | Big Data Analytics | Vector Analysis | Linear Algebra | Operating Systems | Introduction to Computer Networks | Foundations of Computation | Digital Logic Design | Data Structures & Algorithms | Algorithmic Design II | Unix/Linux Fundamentals | Intro to Computer Architecture

Career Experience

Software Application Development Engineer Intern | Workday, Inc. – Atlanta, GA   5/2024 – 8/2024
Contributed to product development by providing key insights into major integration projects along with multiple components. Expedited application development projects by implementing agile processes; focused on implementing application security features.

Key Accomplishments:

- Enhanced security of the integration project by developing functionality for security along with new logic for the associated features.
- Facilitated the recruiting development team to ensure the availability of competent professionals.

Software Application Development Engineer Intern | Workday, Inc. – Atlanta, GA   5/2023 – 8/2023
Accelerated software development initiative by implementing agile methodology while addressing and fixing customer-facing bugs. Coordinated performance improvements along with testing on the processing logic to manage multiple tasks in the Workday applications.

Key Accomplishment:

- Optimized new features for the recruiting product by developing new logic and security functionality for new features.

Research Assistant | Machine Learning and Evolution Laboratory – Columbia, SC   9/2022 – 5/2023

Played a vital role in completing a chapter on evolutionary machine learning (ML) by drafting a dedicated section in Evolutionary ML in Science and Engineering. Enhanced out-of-distribution performance by acquiring training and utilizing invariant risk minimization as well as a stable adversarial learning algorithm.

Key Accomplishment:

- Boosted overall application performance by implementing a stable adversarial learning algorithm to a graph neural network for crystal structure prediction.

Key Projects

Artificial Intelligence | AI Connect 4 System – Columbia, SC   1/2023 – 3/2023

- Designed and built an AI Connect 4 Bot b utilizing an adversarial search algorithm capable of assuming the opponent's playing capacity.
- Applied a minimax algorithm with alpha-beta pruning, incorporating a depth of 6 and a heuristic function, evaluating the number of potential winning and losing paths from the next move, prioritizing the closer ones to a definitive outcome.

Software Engineering | Semester Software Development Project – Columbia, SC   8/2021 – 12/2021

- Designed a search program with a database, backend systems, and frontend user interface (UI) with the team.
- Ensured scalability and efficiency of the program's architecture by utilizing object-oriented design principles while creating UML diagrams for planning the program's development.
- Enabled users to create accounts, post job listings, and interact with the program's features by developing a database using JSOB files, which ensured saving all changes to the database for future use.

Personal Projects

Photo Paint App for Android   4/2023 — 5/2023

- Designed an app that enabled users to edit photos with paint/drawing and save edited photos.

COVID-19 Travel App for iOS   6/2022 — 8/2022

- Planned and designed an app that allowed users to access/consolidate travel safety information from multiple databases worldwide.
- Provided the users with safety information, travel recommendations and guidelines, and an easy-to-read format for search destinations.

Exam Scheduler Python Webapp   8/2021 — 10/2021

- Built a web app in Python that allowed users to accept/handle uploaded exam schedule PDF files; generated calendar entries for each exam and optimized UX.
- Achieved successful deployment of the app on Google Cloud Platform using App Engine.

Binary Calculator for iOS   6/2021 — 8/2021

- Developed an application on Apple products based on Swift programming language capable of accurately converting binary and decimal numbers.