Ankit Vishwakarma

Pune, Maharashtra, 411039
+91 7972690519 ankitvis210@gmail.com linkedin.com/in/ankit-vis github.com/AnkitV15

Summary

Recent Computer Science graduate with strong foundational knowledge in Java and object-oriented programming. Proven experience developing full-stack applications using **Spring Boot**, **PostgreSQL**, and **RESTful APIs**. Eager to apply problem-solving skills and professional experience from a software engineering internship to an entry-level **Java Developer** role.

Education

Dr.Babasaheb Ambedkar Technological University **Aug. 2021 – May 2025**
Bachelor of Technology in Computer Science *Pune, Maharashtra*

Relevant Coursework

- Data Structures
- Software Methodology
- Machine Learning
- Database Management
- Artificial Intelligence
- Internet Technology
- Systems Programming
- Computer Architecture

Experience

Maharashtra Metro Rail Corp Ltd **March 2025 – August 2025**
Software Engineer Intern *Pune, Maharashtra*

- Developed and implemented interactive Augmented Reality (AR) features within the Unity 3D engine, demonstrating strong object-oriented programming principles and problem-solving skills.
- Optimized AR application performance and responsiveness by implementing efficient algorithms and data structures, resulting in 15% reduction in load times.
- Designed and integrated 3D models and complex spatial interactions for AR experiences, showcasing proficiency in user experience (UX) design and cross-platform development considerations.
- Applied principles of software architecture and design patterns to build scalable and maintainable AR components, adaptable for future feature enhancements.
- Collaborated with cross-functional teams to define, develop, and deploy AR functionalities, utilizing version control systems (e.g., Git) and agile methodologies.
- Managed asset pipelines and resource allocation within Unity projects to ensure optimal performance and memory usage, a skill directly transferable to backend optimization in Java.

Projects

Tracktrove Micro-Transaction Explorer | *Java, Spring-boot, Redis, Web sockets, PostgreSQL*

∗ Architected & developed a Java Spring Boot backend for a micro-transaction simulation platform, ensuring deep traceability and financial compliance.
∗ Designed & implemented RESTful APIs for transaction processing and administrative controls.
∗ Integrated Redis for high-speed ephemeral data management (TTL for escrow) and WebSockets for real-time updates.
∗ Implemented a flexible Job Scheduler (Spring Cron/Quartz) for T+1 settlement and automated retry logic.
∗ Introduced failure injection logic to simulate real-world backend scenarios (e.g., webhook misses, Redis TTL expiries).

Real-Time Intrusion Detection System (IDS) | *Python, Flask, Scapy, Custom CICFLowmeter*

∗ Developed a real-time Intrusion Detection System (IDS) in Python, analyzing live network traffic for suspicious activity..
∗ Implemented a custom CICFlowMeter-style module for flow-based feature extraction from network packets.
∗ Integrated a machine learning model for accurate intrusion detection and classification of threats.
∗ Built a web-based dashboard for real-time visualization of predictions and security alerts.
∗ Designed for live capture or PCAP analysis, demonstrating robust network programming and data processing.

Technical Skills

Languages: Java, Python, C/C++, C#, SQL (PostgreSQL), JavaScript, HTML/CSS
Frameworks: Spring Boot, Hibernate ORM, JUnit Flask, Spring Cron/Quartz
Platforms & Technologies: Redis, WebSockets, PostgreSQL,Machine Learning, Linux, Network Programming, Serverless AWS (Lambda, API Gateway)
Developer Tools: Git, VS Code, Visual Studio, IntelliJ, Maven, JUnit, Postman
Libraries: pandas, NumPy, Matplotlib, Scapy
Additional Skills: SDLC understanding, RESTful API design, modular backend architecture, collaborative development

Leadership/Extracurricular

3D Modeling Team Lead: Led a 3D modeling team responsible for spatial mapping initiatives within Augmented Reality (AR) projects using Unity.
Problem Solving: Solved 50+ algorithmic and data structure problems on LeetCode and other platforms, demonstrating strong problem-solving skills, efficient algorithm design, and proficiency in Java/Python.