

Aman Chandra

SOFTWARE DEVELOPER | INNOVATOR

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Experience

Trilogy Innovations (formerly CodeNation)

Bangalore, India | August 2020 - Present

SOFTWARE DEVELOPER | INNOVATOR

- Contributed to the end-to-end execution of over 25 high-impact projects, driving their success from ideation phase to final customer delivery.
- Mentored 17 new hires on various aspects of software development lifecycle, led multiple technical sessions, and managed 2 key projects.
- Conducted 150+ interviews across various hiring levels and guided over 10 interns. Nominated for the org-wide Spotlight Award in 2021.

PROJECT: DEVFLOWS

K8s, Lambda, SQS, Redis, RDS, Django, GoLang, TypeScript

- Designed a framework to build and deploy high-throughput event-driven pipelines, now utilized by 1000s of users across multiple orgs.
- Crafted custom resource definitions and controllers in K8s to efficiently manage various hierarchical resources within the pipelines.
- Conceptualized special action nodes such as Query and Batch to support streaming, batch processing, and data transformation between nodes.
- Implemented semaphores in Redis to manage concurrency at block, and flow levels; devised a proxy server to handle large Lambda payloads.

PROJECT: DEVCONNECT

SSO, SAML, OIDC, Browser Extension, Amplify

- Deployed an organization-wide SSO service to enable seamless login to internal and external applications, including AWS, Gmail, etc.
- Introduced a browser-agnostic extension to automatically log users into apps using active SSO sessions upon visiting the home or login screen.
- Programmed a service to authenticate or retrieve temporary creds for AWS federated login via OIDC, catering to users with numerous accounts.

PROJECT: GFI APP MANAGER

StepFunctions, LLMs, QuickSight, React, TailScale, AWS IoT

- Created and launched a unified interface for managing and monitoring all cloud and on-prem services of GFI Software.
- Engineered a communication system using TailScale network and later AWS IoT Core to export logs and metrics from on-prem services.
- Reimagined the company's Archiver offering to incorporate GenAI-driven scanning, enhancing the identification of compliance breaches.

PROJECT: ROBLOX EDUCATION GAME

Roblox, Lua, DDB, LLMs, Amplify, GraphQL

- Innovated and crafted a Roblox game to reinforce history education for school students by gamifying various curriculum elements.
- Fabricated a replica of the Battle of the Alamo, enabling students to participate in multiplayer battles with classmates or explore independently.
- Leveraged LLMs to dynamically generate questions within the game to assess students' understanding of concepts for leveling up.

PROJECT: CURRICULUM GRAPH

Chalice, StepFunctions, NeptuneDB, Gremlin

- Constructed an extensive graph of curriculum levels and resources based on US standards by web scraping and organizing data for each topic.
- Developed an adaptive learning platform that dynamically assesses students' understanding of concepts before presenting the next topic.
- Devised a system to evaluate student mastery across various hierarchical topics, accurately gauging their current understanding of concepts.

OTHER GENAI PROJECTS

LangChain, Langgraph, CrewAI, OpenAI, Gemini, Claude

- Developed a prompt pipeline to analyze a series of meeting videos and extract relevant feature discussions into a structured context pack.
- Engineered a multi-agent system to upgrade any large codebase from Java 8 to 11, with different agents for planning, coding, and validation.
- Designed a system to run AI-driven email campaigns for subscribers, where LLMs dynamically generate a custom digest layout for each user.
- Built a system to analyze various types of intercompany transactions and payments from memos, creating corresponding records in NetSuite.
- Created an application to generate stories for students based on curriculum topics, lexile scores, and their current interests/life events.

University of Quebec at Trois Rivières (UQTR)

Quebec, Canada | May 2019 - July 2019

ROBOTICS RESEARCH INTERN

ROS, Python, C++

- Built a novel waypoint-based global planner for known environments using the A* search algorithm on navigation graphs.
- Collaborated with academia and industry to build a product release, validating algorithms in real-world environments.

Capillary Technologies

Bangalore, India | May 2018 - July 2018

COMPUTER VISION INTERN

Computer Vision, Sagemaker, Python

- Implemented a novel pedestrian detector for undistorted overhead fisheye images by modifying and retraining versions of YOLO and ACF.
- Conceptualized a Hierarchical Skew NMS algorithm based on skew-IOU to filter repeated detections at varying orientations.

Education

Indian Institute of Technology, Kharagpur

Kharagpur, India

B.TECH + M.TECH IN BIOTECHNOLOGY

July 2015 - June 2020

Achievements

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| 2022 | Mentor , Trilogy University Bootcamp – Led an onboarding exercise inspired by US Navy SEALs training. | Bangalore |
| 2021 | Spotlight Award , Nomination for outstanding performance and leadership within the company. | Bangalore |
| 2018 | Second Position , DRDO DRUSE – Developed a heterogeneous swarm of robots for soldier assistance. | Pune |
| 2018 | Gold Medal , Warehouse Inventory Indoor Reconnaissance Drone Competition at the Inter IIT Tech Meet. | Chennai |
| 2017 | Most Innovative Design , International Aerial Robotics Competition, across 20 teams from 7 countries. | Beijing |