

Aditya Kaul

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SUMMARY

Integrations Developer with 2+ years of experience at a global enterprise, building robust data pipelines and scalable automation using Azure technologies. Backed by 7+ years of hands-on programming across multiple languages, and 4 years of continuous learning and application in AI/ML, including independent projects in image recognition, reinforcement learning and SaaS development. Passionate about solving real-world problems at scale using intelligent systems.

TECHNICAL SKILLS

Programming Languages: Python, SQL, C/C++, C#, JavaScript, TypeScript

Tools: Azure Data Factory, Azure Functions, Azure SQL Database, Azure Logic Apps, Git, Docker, Postman, Azure DevOps

Libraries & Frameworks: .NET, FastAPI, React, React Native, Expo, Tamagui, TensorFlow, Keras, scikit-learn, NumPy, Pandas, OpenCV, Tkinter, Unity ML-Agents

EXPERIENCE

Associate Software Engineer

Shell

Aug 2022 – Present

Bangalore, India

- Built tailored integrations from scratch, handling varying business logic, transformation rules, and downstream compatibility requirements, delivering production-ready pipelines within tight timelines
- Designed, developed and deployed multiple ETL interfaces using Azure Data Factory to extract emissions data across countries and load them onto external reporting platforms, eliminating the risk of material non-compliance
- Implemented reusable generic file transfer templates using configuration tables, reducing dev time by 90% and saving approx \$80,000 annually
- Utilized Azure Functions and optimized advanced SQL queries for custom compute operations and complex transformations beyond native ADF capabilities

Research Intern

Indian Institute of Technology (BHU)

June 2020 – Aug 2020

Varanasi, India (Remote)

- Developed neural machine translation models for low-resource Indian languages, including Hindi, Marathi, Gujarati, and Nepali
- Implemented byte-pair encoding (BPE) to effectively handle rare word translations, improving BLEU scores by 41% (from 0.17 to 0.24)
- Integrated attention mechanisms and applied transfer learning to enhance model performance across multiple language pairs

Game Developer

Oneros Tech Pvt Ltd

May 2020 – Aug 2020

Pune, India (Remote)

- Collaborated with the core development team to write and refine in-game logic and algorithms, including dynamic timer difficulty adjustments based on player performance data
- Conducted pre-launch and post-launch quality checks on multiple applications on the Play Store
- Gained end-to-end exposure to the full mobile game lifecycle – from prototyping and coding to deployment and user feedback iterations

PROJECTS

FLEXIST - AI Powered Fitness SaaS

Full Stack, LLM Agent

FastAPI, PostgreSQL, Expo

- Built Flexist, an AI-powered fitness SaaS using FastAPI, PostgreSQL, Expo, and Tamagui
- Implemented dynamic theming, role-based authentication, and persistent state across platforms
- Integrated a functional AI module that generates structured workout JSON from user and gym data

RL Trained Enemy AI for Shooting Games

Reinforcement Learning, Game Development

C#, Unity, ML-Agents

- Trained a Unity agent using ML-Agents for autonomous aiming, movement, and shooting
- Developed bots with human-like behavior (e.g., reacting to sound) for realistic training
- Applied curriculum learning and diverse environments to improve model adaptability

Algorithmic Trading Bot for Cryptocurrencies

Data Science, Machine Learning

Python, Binance API

- Built a Binance trading bot using pair-trading and momentum-based strategies
- Optimized MACD intervals and RSI thresholds using machine learning techniques
- Backtested on historical data to achieve profitable returns and strong win-rate

Facial Recognition Based Attendance System

Image Processing, Machine Learning

[View]
Python, OpenCV, Tkinter

- Developed a GUI-based face recognition system using OpenCV, Pandas, and Tkinter
- Automated attendance by detecting and matching faces from a live video feed
- Logged accurate, timestamped entries for subject-wise attendance records

EDUCATION

Amity School of Engineering and Technology

B.Tech in Computer Science and Engineering

Delhi, India
Aug 2018 – May 2022

Springdales School, Pusa Road

AISSCE – Physics, Chemistry, Mathematics, Computer Science (PCMCE)

Delhi, India
Apr 2004 – May 2018

CERTIFICATIONS

ISC2 Certified in Cybersecurity (CC)

ISC2

Mar 2024

Academy Accreditation – Databricks Lakehouse Fundamentals

Databricks

Mar 2023

Software Developer Boot Camp

Construx Software

Mar 2023

Microsoft Certified: Azure Fundamentals (AZ-900)

Microsoft

Nov 2022

Business of Games & Entrepreneurship

Coursera / Michigan State

Aug 2020

Introduction to Game Development

Coursera / Michigan State

Aug 2020

Using Python to Access Web Data

Coursera / U. Michigan

Jul 2020

Python Data Structures

Coursera / U. Michigan

Jan 2020

Microsoft Certified: Azure Developer Associate (AZ-204)

Microsoft

Target 2025