

EDUCATION

Program	Institute	% / GPA	Year
B.S in Computer Science	Arizona State University, Tempe	3.6	2026

RELEVANT COURSEWORK & SKILLS

● Computational Techniques	● Data Structure & Algorithms	● Machine Learning and Data Analysis	● Algorithmic Trading & Quantitative Analysis
● Computational Programming & Process Simulation	● Unreal Engine Developer with network management	● Hands-On Artificial Neural Networks Course.	● Intel Summer Challenge Code for Data
● Programming: C, C++, JAVA, Python, Swift, JavaScript, Motoko, CLISP, CUDA, Pytorch, TensorFlow, Git, NextJs, Rust, React native. ● Design and Modeling Tools: SOLIDWORKS, AutoCAD, Blender, Unreal Engine, Maya 3d			

PROFESSIONAL EXPERIENCE

Managing Director & CEO SocialScape Capital Raising Ireland, 2023 - Present	● Spearheaded a capital raising venture, securing over \$30M in commitments for VC and PE firms. ● Orchestrated fundraising campaigns and investor relations while building and leading a team of 7 professionals across sales, client management, and compliance. ● Engineered an AI-powered lead enrichment system using LangChain and SERP API, integrating a fine-tuned Llama model to automate prospect qualification and increase targeting precision.
Software Intern Practicine Gujarat, 2021	● Developed the core iOS application interface using Swift, implementing modern UI patterns and native frameworks for a medical learning platform. ● Constructed a comprehensive RESTful API infrastructure with 12+ endpoints for user authentication, data management, and secure medical content delivery. ● Crafted the brand identity and UI/UX design strategy, creating a cohesive visual language for the platform's mobile and web presence.

PROJECTS

AI Lead Management System Dec'24	● Created an AI-Powered Lead Management Agent: Automated the entire lead generation process by scraping, validating, and qualifying leads, identifying company websites, analyzing relevance, and extracting recent news. ● Streamlined Marketing Workflow: Designed a system that drafts personalized marketing emails based on AI analysis and seamlessly integrates with the CRM for automated outreach. ● Achieved Significant Cost Savings: Saved the company ~\$10,000/month by eliminating the need for additional marketing software and manual labor.
Game Development Portfolio Unreal Engine 5 2019 – Present	● Architected 5 diverse games including multiplayer FPS and PvP battle arena using Unreal Engine 5's advanced features and Blueprint visual scripting. ● Engineered performance-optimized C++ gameplay systems and implemented real-time 3D animations using Blender for character rigging and environmental assets. ● Leveraged UE5's Nanite virtualized geometry and Lumen global illumination to create photorealistic environments while maintaining 60+ FPS on mid-range hardware
ProductivityAI.pro June'25	● Built a full-stack productivity and CRM platform (Next.js 15, Prisma, Clerk, Resend) with Organizations, Projects, Tasks, Sub-Tasks, Tags, Goals, and ChatThreads, enabling structured team and workflow management. ● Integrated an AI Assistant for contextual task insights, automated lead/email handling (Smartleads sync, reply categorization, outreach assignment), and Slack-style collaboration tools including chat threads and calendar views ● Engineered performance optimizations and webhook automations (Zapier/Make.com) that cut query times by ~40% and streamlined campaign-to-Slack task routing for client accounts.
Statistical portfolio management 2021 - Present	● Designed and deployed deep learning models for market analysis and risk assessment, reducing high-risk exposure by 30%. ● Integrated large language models to process real-time financial news feeds, automatically adjusting portfolio allocations based on sentiment analysis. ● Architected a real-time data pipeline processing market data from multiple sources, enabling dynamic risk management and portfolio rebalancing.

POSITIONS OF RESPONSIBILITY

Computer Science for Social Good, ASU Officer May'23 - Feb'24	● Directed the Innovation Lab initiatives, mentoring student teams in developing web applications focused on social impact solutions. ● Cultivated an inclusive innovation environment, implementing agile methodologies across 15+ student-led projects.
COMICON India Network Coordinator Feb 2020	● Implemented networking infrastructure for gaming tournaments at ComicCon India, ensuring low-latency connectivity and stable multiplayer experiences. ● Coordinated with event organizers to establish WiFi solutions and dedicated bandwidth allocation, supporting 10k attendees across multiple zones.