

Aditya Narayan

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EDUCATION

IIIT Bhubaneshwar

Bachelor of Technology in Computer Science and Engineering | CGPA : 7.02/10

Bhubaneshwar, Odisha, India

2022 - Present

RELEVANT COURSEWORK

Data Structures and Algorithms, Operating Systems, Database Management Systems, Computer Networks, Software Engineering, Object-Oriented Programming, Design and Analysis of Algorithms, Computer Vision, Artificial Intelligence, Cloud Computing, Data Science for AI, System Design (HLD & LLD).

EXPERIENCE

AIOrdinate

Trainee Ordinant, AI Engineering | FastAPI, Python, Airflow, Azure

Dec 2025 - Present

- Worked on MasterDB, a unified legal intelligence platform structuring 100K+ court judgments and legislation into lossless JSON with preserved citations and semantic context, achieving 98% extraction accuracy.
- Designed high-throughput ingestion and retrieval pipelines enabling sub-second precedent search, faster processing, and reducing legal research time while improving AI citation accuracy.

Tech Society IIIT Bhubaneshwar

Game Dev Lead, Programming Society

Aug 2023 - Aug 2024

- Led 5+ game dev workshops, reaching 60+ students and increasing club engagement by 40%.
- Mentored junior developers on project structure, Git usage, and C++ game loops.

PROJECTS

Histopathology Image Classifier

A Full-Stack Microservice for Deep Learning Inference.

- Microservice Architecture** – Engineered a distributed system with a **Node.js/Express.js** web server and a separate **Python/Flask** service for ML inference, ensuring independent scalability and separation of concerns.
- Full-Stack Implementation** – Developed a user-facing web application that communicates with the backend via a **RESTful API** to upload images and display real-time deep learning classification results.
- Containerized Deployment** – Utilized **Docker** and **Docker Compose** to orchestrate both services, creating a fully reproducible environment that enabled a streamlined, one-command deployment process.

ClipForge

A Cross-Platform CLI Tool for Media Processing .

- Versatile Media Conversion** Implemented support for converting between 5+ popular video formats (MP4, WebM, AVI, MOV), reducing manual transcoding time by **80%**.
- Media Optimization** Added functionality to resize videos and images with custom resolutions, achieving up to **60% reduction in file size** without significant quality loss.
- High-Performance Modularity** Engineered in **C++** with **CMake**, delivering a **2x faster processing speed** compared to comparable Python-based tools, while maintaining full cross-platform compatibility (Windows, macOS, Linux).

S2K.io

A multiplayer Top Down shooter made in JavaScript using NodeJS.

- Implemented WebSocket-based** communication enabling real-time multiplayer interaction with latency under 100ms for up to 20 concurrent users.
- Improved data handling and server logic**, supporting scalable multiplayer sessions with smooth performance up to 50 active players.
- Reduced network latency by 35%** using WebSockets and lightweight data packets, enhancing gameplay fluidity across low-bandwidth environments.

TECHNICAL SKILLS

- Languages:** C++, JavaScript, Python, SQL, NoSQL
- Frameworks:** React.js, Node.js (Express), Flask, FastAPI, MongoDB
- Tools & Platforms:** Git, Docker, Kubernetes, Jenkins, Terraform, AWS (EC2, S3, Lambda)
- Concepts:** Full Stack Development, RESTful API Design, Microservices, Cloud Computing, CI/CD, DevOps Practices, Authentication & Security