Aditya Sengupta

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EDUCATION

University of Maryland, College Park

B.S. Computer Science and B.S. Mathematics

Expected Graduation: May 2027 *GPA*: *3.9/4.0*

Coursework: Data Structures, Algorithms, Computer Systems, Databases, Discrete Math, Linear Algebra, Differential Equations

EXPERIENCE

Full Stack Developer

Jan 2025 - Present

University of Maryland Fellows Programs

College Park, MD

- · Lead development of a multi-portal website with role-based authentication, student tracking, CMS & analytics dashboards
- Refactor 3 legacy portals from PHP to Next.js & Node.js for the Fellows Program Website, serving 2,500+ monthly users
- Cut deployment time by 43% (approx. 7→4 min) by implementing automated CI/CD with GitHub Actions & Vercel
- Deployed scalable RESTful APIs on AWS Lightsail using Prisma and MySQL, with load balancing & query optimization

Software Engineering Intern

Jun 2025 - Aug 2025

Solverminds

Remote

- Implemented reinforcement learning models using PPO to optimize container stowage and operational loading efficiency
- Built ML pipelines with PyTorch and NumPy to train, evaluate, and deploy models for real-time stowage optimization
- Designed **neural networks** and **reward functions** for multi-objective maritime optimization and operational efficiency

Quantum Machine Learning Researcher

Jan 2025 – Present

Do Quantum

College Park, MD

- Selected as finalist in Global Industry Challenge (Quantum Chemistry) sponsored by JPMorgan Chase, Wells Fargo, MITRE
- Implemented VQE & ADAPT-VQE algorithms to simulate dibenzothiophene molecular properties for asphalt aging analysis
- Achieved ground state energies of -864.69 Ha using k-UpCCGSD ansatz, demonstrating quantum advantage

Software & Web Developer

Jun 2024 - May 2025

Robotics @ Maryland

College Park, MD

- Developed responsive club website with **WebGL**-based 3D robot visualizations, custom animations & intuitive onboarding
- Designed SONAR system achieving 98 .1% accuracy in signal detection within 10-meter range and 3-meters of depth
- Collaborated with controls team to develop PID/LQR real-time control systems for navigation with sub 1 ms latency

PROJECTS

Posematic - A 3D Pose Editor | React, Tauri, Three.js, PyTorch, Optuna, Cython, NumPy



- Developed a 3D pose editor for real-time sketch-to-pose conversion using PyTorch, optimized with Cython & Optuna
- · Implement 3D kinematic features including forward/inverse kinematics, gizmo rendering, and scene graph management
- Design modular front-end architecture supporting multiple viewports, undo/redo operations, and state management

GeoEstate | React Native, Expo, Three.js Express.js, GCP, Google 3D Maps & Places API, Firebase, PostgreSQL



- Built a cross-platform real estate platform utilizing Google's 3D Maps API for property visualization & geospatial analysis
- Implemented secure authentication & property features via REST APIs with Firebase & a normalized PostgreSQL schema
- Engineered scalable backend infrastructure on GCP capable of handling 100,000+ monthly requests with 99.9% reliability

Toy Programming Language | Rust, LLVM, Logos, Inkwell



- Implemented a statically typed compiler front-end with AST construction, semantic analysis & LLVM IR code generation
- Developed a **deterministic lexer** in Rust using **Logos**, producing zero-copy tokens with minimal backtracking overhead
- Extended the language with lexical scoping, first-class functions, arithmetic, and branching to validate parsing & typing

SKILLS

Languages: Python, Java, JavaScript, TypeScript, OCaml, Rust, SQL, NoSQL, Bash, Zsh, R, LaTeX, MATLAB Technologies: React, Next.js, Express.js, FastAPI, Spring, Three.js, Node.js, MySQL, PostgreSQL, MongoDB, Redis DevOps & Infrastructure: AWS, GCP, Docker, Kubernetes, Nginx, Firebase, Vercel, Cloudflare Workers, Git, Linux, Postman Certifications: AWS Certified Cloud Practitioner (CLF-C02, 2025), Oracle Cloud Infrastructure Architect Associate (in progress)