



Nitin Yadav

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Professional Summary

Innovative Software Engineering student at DTU and Co-Head of the Google Developer Group on Campus, specializing in full-stack development and applied AI. Passionate about building products using Agile development practices. Expertise in Python, React, and Data Structure and Algorithm in C++. Combines a strong track record in national hackathons with hands-on experience building computer vision and scalable web applications. Actively seeking software engineering internship opportunities.

Product & Technical Projects

- TypeAI — Full-Stack Typing Analytics App | [Live](#) | [GitHub](#)
 - Engineered a real-time typing analytics platform tracking WPM, accuracy, and speed variance heatmaps, featuring Google OAuth integration with seamless guest-to-authenticated session data merging.
 - Optimized the Gemini AI pipeline by benchmarking 5+ configurations and designing a compressed keystroke schema, slashing input tokens by 57% and reducing response latency by 8.5x while preserving full behavioral fidelity.
 - Architected a closed-loop AI coaching engine utilizing structured JSON outputs to analyze keystroke data and auto-generate custom practice text engineered to stress-test each user's specific weaknesses.
- Real-Time Face-Tracking Auto-Framing (Python, OpenCV) | [GitHub](#)
 - Optimized a webcam app with YUNet detector to keep the primary face centered at 30+ FPS.
 - Ranked bounding-box area data of detected faces, optimizing primary-subject isolation for stable camera framing.
 - Implemented dynamic sub-frame cropping with dual-zoom (1.5x/2x), improving framing precision for video streams.
- Airshare - Django, Cloudinary, Python | [Live](#) | [GitHub](#)
 - Built a no-login P2P file sharing app supporting text, images, and documents transferred via one-time generated codes
 - Implemented automatic 5-minute content expiry with Cloudinary asset cleanup, plus one-time retrieval that permanently deletes data on first access
 - Designed full-stack Django MVC flow with custom form handling, CSRF protection, and a dual-panel send/retrieve UI.
- Flappy Bird Clone (Unity) | [GitHub](#)
 - Developed a physics-based 2D game in Unity using C#.
 - Implemented mechanics like Player Movement, Scoring, Collision Detection, Object Spawning, and Background Music.

Technical & Analytical Skills

- Languages: Python, JavaScript, C/C++, C#, MySQL, HTML, CSS.
- Frameworks & Tech: React, Node.js/Express, Django, MongoDB, REST APIs.
- Developer Tools: Git, GitHub, VS Code, Unity 2D/3D.

Education

Delhi Technological University, New Delhi		
B. TECH (Software Engineering)	2023 - 2027	7.60 CGPA
Key Coursework: ML, DSA, OOP, OS, DBMS, CN, Soft. Eng.		

GRM Sr. Sec. Public School		
CBSE (Class XII)	2022	90.2%
CBSE (Class X)	2020	94.2%

Certifications

- Full Stack Open - University of Helsinki – [Certificate](#) | Course Mini Projects - [GitHub](#)
 - Comprehensive training in React, Node.js, Express, MongoDB, token-based authentication, and application testing.
 - Applied modern web development practices to build, test, and deploy robust single-page applications.

EXTRA-CURRICULAR ACTIVITIES

- Co-Head | Google Developer Group (GDG) on Campus - DTU Dec 2024 - Present
 - Led mentoring initiatives for junior students and promoted tech culture.
 - Managed community - outreach and oversaw event execution.