

VIVEK RAMAN

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Multi-faceted software engineer with 4+ years of experience building scalable systems and innovative AI/VR solutions.
Currently completing an MS in Computer Science (CGPA 3.85) in Spring 2026; seeking full-time or contract roles starting early 2026.

EDUCATION

Master of Science - M.S. in Computer Science - CGPA 3.85

San Jose State University

July 2026

San Jose, CA

★ *Related coursework:* Database System Principles, Biometric Security, Advanced Parallel Processing, Artificial Intelligence

EMPLOYMENT HISTORY

Research Assistant - XR and AI Development ★ Part-Time

San Jose State University

September 2024 - Present

San Jose, CA, USA

- ★ Collaborated with professors and administration to integrate AI and VR in the classroom, developing and maintaining VR assignments, AI tools, chat assistants, and study guides, enhancing engagement across 200+ learners.
- ★ Managed VR classrooms with 40+ students, providing training, technical support, and guidance on equipment usage.

Software Development Engineer ★ Full-Time

Quinbay Technologies - a Blibli.com Company

January 2021 - June 2024

Bengaluru, India

- ★ Delivered key features to enhance customer and seller experience on the Indonesian e-commerce giant blibli.com, including revamping the offline seller interface and enabling order self-cancellation, increasing site traffic by 60%.
- ★ Migrated legacy code into a modernized tech stack using Java 17 and Spring Boot, boosting system performance by 50% and enabling the platform to handle 60,000+ RPM.
- ★ Designated Code Owner for the inventory and order management system, acting as the primary point of contact for technical, product, and executive stakeholders, and ensuring stability for millions of monthly orders across 10,000+ sellers.

TECHNICAL SKILLS

Machine Intelligence

LangChain, OpenAI API, OpenRouter, Tensorflow, Keras, scikit-learn, Pytorch

Languages and Frameworks

JavaScript, Java, Python, C#, React, Spring Boot, Electron, Vue, Unity

Databases and Technology

PostgreSQL, MongoDB, Kubernetes, Kafka, Redis, Memcached, Apache Solr, Firebase

RELEVANT PROJECTS

AI Thesis Editor ★ Part-Time

August 2025 - Present

- ★ Built a GenAI-powered thesis editing tool for the editorial office at SJSU, automating formatting validation and compliance checks for permit, grants, and disclosures, reducing manual review time by ~70%.
- ★ Led stakeholder communications independently, ensuring clear alignment and smooth project execution.
- ★ Engineered the platform with Next.js, shadcn, and LangChain, enabling automated text extraction from thesis drafts and generation of publication-ready documents, increasing editorial throughput by 2×.

Quick Touch ★ Personal project

March 2025 - Present

- ★ Developing an Electron + React app for Windows touchscreen devices to enhance accessibility and user productivity.
- ★ Implementing a configurable AssistiveTouch-inspired tool that streamlines navigation and significantly improves the overall Windows touchscreen experience for power users.
- ★ Received positive feedback from early users, validating the product's potential to improve Windows tablet accessibility.

NOTABLE ACCOMPLISHMENTS

- ★ Co-founded the Innovation Studio at Quinbay, fostering exploration in innovative cutting-edge tech like AI and XR.
- ★ Built an app leveraging Augmented Reality and game-based learning that secured state govt funding of \$10,000, and [published an IEEE research paper](#) at the CONIT 2021 conference.
- ★ Advised the faculty committee on syllabus creation for the Game Development undergraduate specialization at SRMIST.