

Ronak Raisingani

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LinkedIn — GitHub — Portfolio Site

EDUCATION

Northeastern University, Boston, MA

Sept 2021 - August 2025

Bachelor of Science in Computer Science and Game Development

Coursework: Object-Oriented Design, Algorithms and Data Structures, Computer Systems, Networks, Computer Graphics, Software Engineering, Databases, Game Programming, Game Engines, Game AI

TECHNICAL SKILLS

Languages: C++, Java, Python, Swift, C#, JavaScript, Lua

Software: Unreal, Unity, Power Automate, GitHub

APIs: RESTful APIs, OpenAI API, GraphQL, Discord API, Google Maps API, Firebase API, Twitch API

Systems/Platforms: AWS (EC2, S3, Lambda), Azure, Docker, Kubernetes, Jira, Jenkins, Photon, GitLab CI/CD

Data: SQL, MySQL, MongoDB, PowerBI, PostgreSQL, Microsoft SQL Server

Frameworks/Libraries: React, Node.js, Express.js, Next.js, FastAPI, Angular, Django, Flask, PyTorch, Streamlit

Testing: JUnit, Selenium, REST Assured, HTML Unit, Jasmine, ESLint, TSLint

WORK EXPERIENCE

Northeastern University ITS, Boston, MA

Lead Automation Engineer

Apr 2023 – Aug 2025

- Developed an AI-driven anti-cheating system that automatically detects applicants exhibiting fraudulent behavior.
- Spearheaded a team of 4 to improve internal processes, cutting inefficient pipelines by 20%.
- Developed a new hiring workflow, reducing processing times $10h \rightarrow 2h$ (-80%).

Pro CxT Technician / CxT Technician

Aug 2022 – Mar 2023

- Directed recruitment, interviewing over 20 candidates and onboarding 10+ new hires.
- Supported 2,500+ students, staff, and alumni with technical issues, earning a 98% satisfaction rate.

What Remains of Me, Boston, MA

May 2023 – Dec 2023

Quality Assurance Engineer

- Led the QA team in agile sprints, collaborating with development teams to refine testing strategies and release cycles.
- Identified and resolved critical bugs, reducing performance bottlenecks and system downtime by 30%.

PROJECTS

Strategy Town (React, TypeScript, Node.js) — [LINK](#)

May 2025 – June 2025

Full Stack Developer

- Designed and implemented the Friends page with integrated direct-messaging, enabling responsive layout, theme integration, and real-time chat functionality.
- Engineered the shared whiteboard feature, synchronizing drawing data across clients and optimizing render performance.
- Built the move-queue mechanism to serialize player actions, preventing race conditions and enhancing game stability.

HelpDesk AI Chatbot (JavaScript, Node.js, NLP.js)

June 2024 – Dec 2024

Full Stack Developer

- Built an AI chatbot with intent classification and entity recognition to handle varied query structures in test scenarios.
- Designed a retraining pipeline using conversation logs, improving answer accuracy by 35% across simulated evaluations.
- Added contextual memory for multi-turn dialogues, enabling adaptive responses in extended conversations.

MediPay Simulation Platform (Python, SQL)

Jan 2024 – May 2024

Lead Developer

- Designed a simulated healthcare payment workflow with rollback and retry mechanisms to ensure transaction consistency.
- Designed database-driven reconciliation processes, reducing simulated transaction failures by 15%.
- Created configurable gateway modules to emulate real-world multi-provider payment integrations.

E-Commerce Inventory Manager (Java, MySQL)

Sept 2022 – Dec 2022

Back-end Developer

- Designed a concurrent-safe inventory system supporting mock order processing and stock reservations.
- Built RESTful APIs for integration with a sample front-end, reducing sync errors in tests by 25%.
- Implemented indexing and query optimizations to improve retrieval speed for large product datasets.