

APURV RAYATE, SOFTWARE DEVELOPER

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PROFESSIONAL SUMMARY

I am Apurv Rayate, a software developer experienced with React, Unity and generative AI tools. I specialise in systems thinking, rapid prototyping and cross-disciplinary collaboration. Most recently at Mastercard, I focused on building internal tools and data dashboards, simplifying decision making for non-technical staff and customers; and prototyped the use of AI in analysing and presenting complex financial data to stakeholders.

AREAS OF EXPERTISE

Technical Skills:

React, Typescript, Next.js, Three.js, Tailwind CSS, Node.js, Framer.js, PostgreSQL, Unity, Godot, Jenkins, Python, Adobe Creative Suite (Photoshop, Illustrator, Premiere), Figma

AI Tools:

GPT, Gemini, Mediapipe, Cursor, Copilot

Business Skills:

Collaboration, MS Suite, Time Management, Communication, Leadership, Market Research, Prototyping

PROFESSIONAL EXPERIENCE

Software Developer @ Mastercard
New York City, NY (Full-time)

September 2023 – June 2024

Built internal and consumer-facing front-end applications as part of Mastercard's Card-on-File team using React.

- **Financial Data Dashboards**: Designed and implemented real-time financial data dashboards using React.js to simplify tracking and display of consumer fraud within Mastercard's Ethoca network.
- **Communication and Collaboration**: Collaborated with multiple internal teams to include feedback and ship projects on time.
- **DevOps**: Maintained CI/CD pipelines in Jenkins for Mastercard's Card-on-File team in collaboration with CitiBank.
- **AI Research**: Researched the use of AI tools in presenting financial data to customers.

Design Technologist @ SAP.io
Palo Alto, CA (Remote, Part-time)

June 2022 – May 2023

Built research demos and prototypes as part of SAP's Design Innovation team using Framer and Typescript.

- **React and Framer Prototyping**: Used Framer, three.js and React.js to prototype multiple demo prototypes for start-ups within SAP.io.
- **AI Dashboard Design**: Designed a 3D dashboard built on an AI simulation model for viewing historical customer supply data and automating new orders based on previous trends in orders.
- **Cross-Disciplinary Collaboration**: Worked with UI/UX Designers, Engineers and UX Researchers on multiple projects within SAP Labs.
- **Reusable Component Library**: Developed and documented a library of reusable React components in Framer for making future demos.

Unity Developer @ Parsons PETLab
New York City, NY (Part-time)

November 2021 – May 2023

Worked as a research assistant to build Colleen Macklin's game Cloud Theory in Unity.

- HuggingFace API + Unity Connection: Implemented a live connection between a fine-tuned GPT-Neo model hosted on HuggingFace and Unity.
- Unity Text-to-Speech: Coded text-to-speech dialogue in Unity using the RT-Voice Plugin.
- Unity Game Development: Designed a custom system for procedural dialogue using Unity scriptable objects.

EDUCATION

Aalto University, Espoo, Helsinki
MA in New Media

Parsons School of Design, New York City, New York
BFA in Design and Technology

- Graduated with Academic and Departmental Honors

Cornell Tech, New York City, New York
Product + PiTech Studio Program

LANGUAGES

Fluent in English, Hindi, and Marathi
Conversational German and Japanese
