

# APURV RAYATE, SOFTWARE DEVELOPER

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## PROFESSIONAL SUMMARY

**Software developer** with **a year of work experience** building apps within the fintech and enterprise software industries. Experienced with full-stack app development (React, Node.js), games (Unity, Godot) and generative AI tools. I have a unique background in both design and development which I use to analyse how data can become stories with interfaces that feel seamless.

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## PROFESSIONAL EXPERIENCE

### Software Developer @ Mastercard

*Sep 2023 – Jun 2024*

*New York City, NY (Full-time)*

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

- Developed an **AI powered fraud detection demo** in React that helps identify fraud faster and improve the user experience of customers.
- Designed and implemented **real-time financial data dashboards** using React and Typescript to simplify tracking and display of consumer fraud within Mastercard's Ethoca network.
- Maintained **CI/CD pipelines** in Jenkins for Mastercard's Card-on-File team in collaboration with CitiBank.

### Design Technologist Intern @ SAP.io

*Jun 2022 – May 2023*

*Palo Alto, CA (Remote, Part-time)*

Built product demos and research prototypes as part of SAP's Design Innovation team.

- **Prototyped product demos** using Framer.js, three.js, React and Typescript for start-ups within SAP.io.
- 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.
- Developed and documented a library of **reusable React components** in Framer.js for improving the efficiency of future demos.

## Unity Developer @ Parsons PETLab

Nov 2021 – May 2023

New York City, NY (Part-time)

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

- Implemented a **live connection** between a fine-tuned **GPT-Neo model** hosted on HuggingFace with Python and Unity with C#.
  - Tested **custom GPTs** for game dialogue using Google Copilot and Huggingface with Python
  - Coded **text-to-speech dialogue** in Unity using the RT-Voice Plugin.
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## EDUCATION

### Aalto University, Espoo, Helsinki

MA in New Media (Ongoing)

- Currently working on my thesis on voice AI as an interface for apps and games

### Parsons School of Design, New York City, New York

BFA in Design and Technology

- Graduated with Academic and Departmental Honors, thesis based on LLMs and procedural generation in games
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## AREAS OF EXPERTISE

### Technical Skills:

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

### AI Tools:

GPT, Gemini, Claude, Mediapipe, Cursor, Copilot

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## LANGUAGES

Native English, Hindi, and Marathi

Professional German and Japanese

Basic Finnish