# Parthajeet Deva Sarmah

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## Education

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| **Jorhat Engineering College, ASTU** | September 2025 |
| *Bachelor of Technology in Computer Science and Engineering (CGPA: 8.90 / 10.0)* | *Jorhat, Assam* |
| **Kendriya Vidyalaya** | 2019-2021 |
| *Higher Secondary Education (Percentage: 95.8%)* | *Guwahati, Assam* |

## Experience

**Daakia Pvt. Ltd.**                                                                                July 2024 – Dec 2024
*Software Engineer Intern*                                                   *Bengaluru, Karnataka (Remote)*
- Responsible for building backend systems primarily, with also some involvement in frontend development
- Collaborated with a team of 3 members, consisting of one senior engineer, actively learning backend essentials and applying them to their client products
- Worked solely on a video translation service as a PoC, using Azure's speech translation services. Translations were custom-tailored to take into account pauses and silences with high accuracy.

**Delhi Technological University**                                                      July 2023 – Aug 2023
*Academic Research Intern*                                                                      *Delhi (Remote)*
- Published a paper titled **Link prediction in social networks using network analysis methods and long short-term memory** on innovative research in network science as part of a team of 3 batchmates and 2 professors of DTU.
- Developed a pioneering link prediction method using machine learning, integrating **5+ centrality and similarity measures** along with **5 different machine learning classifier models across diverse network datasets.**
- Demonstrated superior performance in precision and recall metrics compared to existing link prediction methods, affirming the effectiveness of the developed approach.

## Projects

**Outplayed.in** | *Next.js + Typescript, Javascript, Supabase (PostgreSQL), Redis, RabbitMQ*          Website, PlayStore
- Collaborated with a team of 4 and built an online digital platform for eSports players and organisers.
- Spearheaded a 4-person tech team overseeing two production apps (gamer and organiser portals), achieving **almost 100% uptime** and **10× faster onboarding** after system redesigns.
- Collaborated with a team of 4 to build an online eSports platform used by **1,000+ active users across 15+ tournaments**, streamlining player–organiser interactions.

**OAuth2 & OIDC Authorization Server (WIP)** | *Golang, PostgreSQL, OAuth2/OIDC*          GitHub
- Building a standards-compliant OAuth2 and OpenID Connect authorization server in Golang, **covering token issuance, refresh flows, and secure client credential handling.**
- Developing **endpoint-accurate flows** (authorization, token, introspection, revocation) with **strict spec alignment**, enabling real-world integration with modern identity-driven applications.
- Constructing the system by **reading and following OAuth2 & OIDC RFCs and official specs directly**, ensuring the implementation remains as pure, correct, and standards-faithful as possible.

**Tubecode – Platform for YouTube Discount Codes** | *React, Typescript, Supabase, Golang*          Website
- Built a full-stack platform indexing **5,000+ YouTube videos** to surface verified discount codes across major brands.
- Implemented a Golang API and React frontend using YouTube Data API v3, achieving **nearly 500 ms query latency** with caching.
- Automated refresh workflows via cron jobs, keeping data current and 100% compliant with YouTube rate limits.

## Technical Skills

**Languages**: C/C++, Javascript, Typescript, Golang, Python, Dart, SQL, C#, Java, Assembly
**Technologies**: Node.js, Express.js, Flask, Tensorflow, Git, Flutter, Unity, OpenGL, Godot, Win32, HTMX, NASM
**Concepts**: Compiler, Operating System, Artificial Intelligence, Machine Learning, Neural Networks, API, Databases, Web Development, Game Design, Microservices