Atharva Undire

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EDUCATION

Texas Tech University, Edward E. Whitacre Jr. College of Engineering　　　　Exp. Grad. 2027
Bachelor of Science, Major in Computer Engineering　　　　*Lubbock, TX, USA*
Minor in Computer Science, Math, and Physics
- President's List: 2023-2025
- GPA: 3.96

Cambridge International Advanced Level, Dr. S. Radhakrishnan International School　　　　2022
Information Technology, Physics, Math, Chemistry　　　　*Mumbai, India*
- Grades: A*, A, A, A

PATENT

Single Stage to Orbit Rocket Engine　　　　2021 -
US Patent No. US 12173671 B2　　　　Exp. 2041
WIPO Publication No. WO/2023/012559　　(QR)
IPC: F02K, C23C, F02C
- A Rocket Engine that aims to solve the staging problem and aerospike cooling problem using an aerodynamically stable 'virtual aerospike,' enabling Single Stage To Orbit flight, thus reducing the likelihood of catastrophic in-flight failure during staging and lowering space travel costs significantly.

WORK EXPERIENCE

Sigmoid Technologies - XR Full Body Tracking Software　　　　June 2025 -
Full-Stack Developer, Founder　　　　Aug 2025
- Engineered ultra-low-latency, high-bandwidth communication protocols to support multiple concurrent live video streams, ensuring high-redundancy data pipelines for scalable XR experiences.　　　　*Delaware*
- Architected low-cost Full Body Tracking solutions leveraging advanced Vision Language Models (VLMs), achieving ~98% accuracy in real-time motion capture for consumer applications.
- Spearheaded strategic partnerships with influencers and community leaders for crowdfunding, positioning Sigmoid as a leader in accessible immersive tech.

SuperIntro - Social Media App for Rapid Automated Networking　　　　Nov 2024 -
Software Intern, Full-Stack Developer　　　　Feb 2025
- Developed a cross-platform mobile app using React Native, enabling seamless networking experiences across iOS and Android with ~98% compatibility.　　　　*San Francisco*
- Optimized onboarding workflows, reducing user drop-off rates by ~15% and facilitating rapid adoption for 200+ initial users.
- Led a 3-person development team, implementing agile project management to accelerate app iteration cycles by ~10%, enhancing feature delivery efficiency.
- Transformed complex Figma designs into production-ready code using JavaScript/React Native and Python, ensuring pixel-perfect UI and robust backend integration.

HyperWater AI - AI-driven Software for Construction Industry Efficiency　　　　Oct 2024 - June 2025
AI Software Engineer, Full-Stack Developer
- Assisted in enhancing an AI tool for keyword extraction in construction documents, improving processing efficiency by ~30%.　　　　*Dallas*
- Helped architect a bidding network to connect 800+ contractors and suppliers, enhancing project visibility and collaboration.
- Developed an employee database, streamlining communication and achieving a ~15% faster project turnaround.
- Supported pre-seed investment discussions raising $100k, showcasing growth potential and preparing for a $1M seed round.
- Contributed to transforming countless Figma designs into production-ready code using JavaScript/Vue.js and Python/Django within a 30-developer team.

RajéAI Industries - Consumer and Business-grade AI Applications　　　　Dec 2022 - Present
Director, Founder, Full-Stack Developer
- Established and orchestrated a robust corporate framework for crafting consumer-oriented applications, managing a 0 to 100 scale up.　　　　*Mumbai & Singapore*
- Created Talk2Note, an AI-enhanced note-taking and educational aid application, employing sophisticated algorithms for audio summarization, integrating community interaction functionalities, and designing an intuitive interface which boosted user study productivity by 30%. Directed marketing and pricing tactics to elevate product recognition by over 200%.

- Headed the development of FileVile, a healthcare database application, incorporating AI for diagnostic analysis, ensuring compatibility on both Android and iOS, with a cross-platform success rate exceeding 99%, thereby markedly reducing the time needed for medical diagnoses.
- Initiated unCentral, a dynamic multimedia social network where web-snippet content plays a central role by increasing intractability by over 3x, broadening its accessibility through deployment on iOS and Android.
- Spearheaded Speil, a storytelling-focused social app, introducing collaborative features and launching on iOS.
- Designed GuessRGB, a children's color guessing game, emphasizing intuitive gameplay for enhanced engagement.

SKILLS

Software

Multifaceted Full-Stack Developer with expertise in a wide range of programming languages and frameworks **(12+ years of experience)**. Proficient in both frontend and backend development, with a focus on creating scalable web applications and leveraging AI and machine learning algorithms for enhanced functionality.

Technical Skills:
- **Programming Languages and Dev Tools:** Python, Java, JavaScript, Verilog, Assembly, C, JSX, HTML, CSS, Docker
- **Frameworks:** React.js, React Native, Expo, Vue2, Vue3, Angular, p5.js
- **Backend Server Management Applications:** SQL, JSON and Vector Databases - AWS, Supabase, Digitalocean, Firebase, Zilliz
- **Robotics:** ESP-32, Arduino, Raspberry Pi
- **Applications:** Simulations *(Ansys CFD, LTSpice, ...)*, 3D VFX//Design/Printing/CAD *(Fusion 360, Blender 3D, AutoCAD, ...)*, Photo Editing and Design *(Photoshop, Lightroom, Gimp, Figma, ...)*, Game Development *(Unity, Game Maker Studio 2, ...)*, Music Production *(Logic Pro, CakeWalk, FL Studio, ...)*, Video Editing *(Da Vinci Resolve, Final Cut Pro, ...)*

Projects:
- **AI, Hacking & Development:** Worked on cross-platform applications using *React.js*, *Python and React Native*, integrating transformer models for complex agentic workflows for things such as *stock price prediction* and *news sentiment analysis*. Created a *trojan malware* that exploits certain vulnerabilities in Windows 10, gaining root privileges and installing a malicious Monero miner on the host machine (white hat).
- **Robotics & Game Development**: Created a *3D-printed robotic arm*, Arduino-based automation robots like a *SONAR-based roomba* and ESP-32-based *Smart Home Automation Nodes*. Developed interactive games such as *GuessRGB*, *Snake*, and *PONG* using p5.js.
- ***All Projects: Visit www.atharvaraje.com (or scan QR code) to find a complete list of my projects.**

Community:
- Volunteered with the SPCA, providing support in cat fostering, enhancing adoption efforts for 40+ cats and promoting animal welfare.

Languages (other than English)

*ACTFL Proficiency Scale Equivalents
(Novice, Intermediate, Advanced, Superior, Distinguished)
- **Hindi**: Speaking: Distinguished, Listening: Distinguished, Reading: Advanced High, Writing: Advanced Mid
- **Marathi**: Speaking: Distinguished, Listening: Distinguished, Reading: Advanced High, Writing: Advanced Mid
- **Chinese (Mandarin)**: Speaking: Novice High, Listening: Novice Mid, Reading: Novice High, Writing: Novice Low

ADDITIONAL

Portfolio Website
To view the latest, detailed & additional information, projects and creative portfolio, please visit my portfolio website.
www.atharvaraje.com
References can be provided on request

Work Information (USA)

Current Visa Status: F-1 (Computer Engineering)
Eligible for CPT/OPT.
Citizenship: India.
I am able to work in the United states without a sponsorship right now on CPT/OPT.
Flexible to relocate anywhere, or work remotely/hybrid.