

Soumyakanta Pattanaik

Full-Stack Engineer | Applied AI | Distributed Systems

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Professional Summary

Full-stack engineer specializing in AI-integrated production systems across modern web stacks, cloud infrastructure, and retrieval-based workflows. Experienced in shipping end-to-end platforms, distributed systems, and product-facing AI features in startup and civic-tech environments. Currently focusing on the intersection of computer vision, deep learning, and scalable backend architecture at Bauhaus-Universität Weimar.

Core Technical Skills

- **Languages:** TypeScript, JavaScript (ES6+), Python, Go, SQL, HTML5/CSS3
- **Frontend Development:** React, Next.js, React Native, Tailwind CSS, Redux Toolkit, Material UI
- **Backend Development:** Node.js, Express.js, Go (Gin/Fiber), RESTful APIs, GraphQL, gRPC, Microservices
- **AI & Machine Learning:** PyTorch, Scikit-Learn, Hugging Face, OpenCV, RAG Pipelines, LangChain
- **Infrastructure & DevOps:** AWS, GCP, Docker, Kubernetes, CI/CD
- **Databases:** PostgreSQL, MongoDB, Redis, Pinecone (Vector DB), Clickhouse
- **System Architecture:** Distributed Systems, Event-Driven Design, Message Queues (Kafka, RabbitMQ)

Professional Experience

Full Stack Engineer (Team Lead)

Oct 2024 – Mar 2025

QV Labs (PitchMatter)

Bengaluru, India

- Architected and shipped an AI-powered networking and funding pipeline platform from 0 to beta release in under 5 months.
- Led a cross-functional team of 4 engineers, overseeing system design, sprint planning, and code reviews.
- Built end-to-end workflows using TypeScript and Node.js, focusing on secure onboarding and real-time chat modules.
- Integrated RAG-style reasoning pipelines into production features to automate complex document analysis.
- Established CI/CD workflows and automated testing suites to maintain 100% sprint delivery across milestones.

Software Engineer Intern

Feb 2024 – May 2024

Digital Product School

Munich, Germany

- Developed an AI-assisted browser extension for the City of Munich to optimize the E-Akte (digital file) system.
- Implemented retrieval-based document workflows, enabling civil servants to query large datasets using natural language.
- Worked within a high-intensity, agile sprint environment alongside designers and product managers.
- Received personal recognition and a formal thank-you letter from the Chief Digital Officer (CDO) of Munich for impact.

Associate Software Engineer

Mar 2023 – Nov 2023

Streak AI Technologies

Remote

- Optimized backend CRON jobs and scheduling logic, improving execution accuracy by approximately 30%.
- Led a critical migration of performance-sensitive services from Python to Go, reducing infrastructure costs by 20%.
- Built and maintained distributed backend services and real-time event pipelines using Apache Kafka.

Software Developer

May 2022 – Mar 2023

CloudBloq

India

- Developed and owned RBAC (Role-Based Access Control) and story microservices for the media platform Inner-

loop.

- Implemented full-stack features using React and Node.js, ensuring high performance for thousands of concurrent users.
- Managed containerized deployments using Docker and Google Cloud run along with Azure DevOps to make strong CI/CD with many tests to ensure 99.9% uptime with less bugs.

Selected Projects

Vita AI (Health Tracking Platform)

2025 – 2026

Personal Project

- Developed a comprehensive health application using React Native, Node.js, PostgreSQL, and Firebase for fitness tracking.
- Designed a modular backend architecture to aggregate and process sleep, hydration, and nutrition data.
- Engineered complex SQL queries and data aggregation logic for weekly and monthly health insights.

Fleet Management Dashboard

2023

Personal Project

- Developed a monitoring dashboard for AWS EC2 instances with a Go backend and Next.js frontend.
- Integrated AWS CloudWatch SDK to fetch and visualize real-time metrics such as CPU utilization and network I/O.

Additional Experience & Fellowships

Neudeli Fellowship

Oct 2025 – Mar 2026

Bauhaus-Universität Weimar

Germany

- Selected for fellowship to architect **HopMeet**, a real-time social networking platform for city interactions.
- Did User Studies and shaped the idea to a product.
- Designed core system architecture including geolocation matching and real-time user status synchronization.
- Developed "HopMissions," a gamified engagement system designed to increase user retention.

Education

M.Sc. Computer Science (Digital Media)

Apr 2025 – Mar 2027

Bauhaus-Universität Weimar

Germany

- **Current Grade: 1.66** | Focus: Computer Vision, Deep Learning, AI Systems Engineering.
- Coursework: Advanced Computer Vision, Machine Learning, Deep Learning, Computer Graphics, RAG Evaluation.

B.Tech Computer Science and Engineering

Jun 2019 – May 2023

Parala Maharaja Engineering College

India

- **GPA: 8.96 / 10.0** | Core focus on Algorithms, Distributed Systems, and Operating Systems.
- Focused on theoretical computer science to make the fundamentals clear and robust so working on any part of Computer Systems is possible.

Achievements & Languages

Achievements:

- 🏆 Recognition from City of Munich (CDO)
- 🏆 1st Runner-Up, National Web-Dev Contest

Languages:

- Odia (Native), English (C1)
- Hindi (C1), German (B1)