

Shreyansh Soni

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<https://github.com/batunii>



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Skills

OpenGL, Unreal Engine, Unity, C#, Java, Microservices, REST APIs, Spring Boot, Mongo DB, NodeJs, C, C++, Python, Linux, Kernel, DSA, AWS, CICD, Git, GCP, React, Distributed Systems, Extended Reality

Work Experience

Consultant at **Deloitte, Bengaluru (India)**

May 2025 – August 2025

- Led a team of 3 engineers to deliver an end – to –end report creation tool.
- Reducing a 4-week process to a 15-minute job.

Analyst at **Deloitte, Bengaluru (India)**

Aug 2022 – May 2025

- Delivered a Gen AI chatbot for the branch portal at Wells Fargo.
- Created Rainy Day scenario flow for the chatbot for it to be responsive even in exceptional cases.
- Created an automated testing framework scaling 900+ queries under 3 minutes.
- Used Java Spring boot, JavaScript & JSP to build reliable, scalable & secure backend & frontend micro services.

Intern at **Siemens EDA, Noida (India)**

Jan 2022 - Jul 2022

- Created 5 custom Linux distributions successfully as per the requirements.
- Implemented DTS manipulation on Exynos 9 Boards.
- Worked with Kunit and Fake Function Framework and wrote Kunit test cases for an i2c serializer driver.

Education

Masters in computer science

2025-2026

Trinity College, Dublin

Bachelor of Engineering

2018-2022

Thapar Institute of Engineering and Technology, Patiala

CGPA: 7.61

Publications

- Dynamically Adaptive Switching Based Median Mean Filter for Removal of Salt and Pepper Noise. The International Conference on Artificial Intelligence and Big Data in Digital Era 2021-2022
- Design of a Multipurpose Android-Controlled Robotic Arm for a Smart City Towards Smart World 2020

Projects

Enhancing attention in Real World using AR shaders

Ongoing

Using shader physics, we try to enhance focus of the user by blocking out certain parts of vision

YAPS – Yet Another Productivity System in Extended Reality

March 2026

A productivity system that induces anxiety if you have tasks lining up by non-frontal interaction

KuruKheistra

December 2025

Desert Planet with advanced particle system

Dungeon Masters

December 2025

A full dungeon runner game built in Unreal Engine

Vakya DSL (Interpreter for LLMs) – Read / Try

June 2025

An interpreter in C++ for LLMs to standardize the input and output

Dhongi (Spot the odd one out)

February 2025

Created an odd-one-out game backend using Spring Boot and MongoDB

JESI - Java based Engine for Searching and Indexing

September 2023

Created an engine that used TF-IDF to index and search through multiple documents.

Noise Removal & Tumor Detector using NN & Median Filters

June 2021 - Jan 2022

Novel Median Filter to remove up to 90% Noise & detect tumor in fMRIs using Neural Networks.

Certification

- AWS Certified Practitioner 2024
- GCP Certified Practitioner 2024