

ATHARVA TRIVEDI

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PROFESSIONAL SUMMARY

AI/ML-focused software engineer with hands-on experience building LLM agents, RAG pipelines, and full-stack systems. Currently applying that background to Ericsson's 5G RAN program, combining backend engineering with AI-driven approaches to network data management. Comfortable ramping into new technical domains quickly and turning that into measurable engineering impact.

CORE SKILLS

Languages: Python, Java, C++, JavaScript, TypeScript, Dart

AI / LLM / Deep Learning: LangChain, LLM models, RAG, Prompt Engineering, Agent Orchestration, Pinecone, PyTorch, TensorFlow, Groq

Frameworks: Spring Boot, Django, ReactJS, Flutter, Angular

Cloud & Infrastructure: AWS, Firebase, Supabase, Docker, Git, REST API design, CI/CD-oriented workflows

Practices: Technical documentation & evangelism, secure coding, system design, Agile, cross-team partner collaboration

EXPERIENCE

Software Engineer | *GlobalLogic — Ericsson*

Aug 2025 – Present

- **LLM-driven automation:** applied hands-on agentic **AI and prompt-engineering** experience to identify and prototype automation opportunities on the MAC layer, **improving delivery efficiency by 40%**.
- **Cross-functional partnership:** work directly with distributed engineering and telecom domain teams to troubleshoot complex integration issues, translate requirements, and align on technical solutions ramping from a non-telecom background to working fluency in RAN architecture within weeks, demonstrating fast domain onboarding.

AI/ML Development Intern |

AIonOS Jul 2024 – Jan 2025

- **Agentic LLM systems:** designed and shipped a production-grade agentic AI system (LangChain, Llama-8B) automating end-to-end hotel booking workflows, including multi-step reasoning, tool/API orchestration and contextual memory — direct LLM development beyond API-only usage.
- **RAG implementation:** Engineered a multimodal RAG MVP for KLM, leveraging image embeddings to streamline technician access to relevant aircraft manuals and technical diagrams.

Flutter Intern | *Click2Cloud*

Dec 2022 – Jan 2023

- **Full-stack mobile delivery:** built cross-platform Flutter features, integrated REST APIs, and implemented GetX state management for production app workflows.

SELECTED PROJECTS

WanderBuddy — Production Travel Platform | *Flutter, Firebase, Supabase, Stream, Agora, Mapbox* | [Play Store](#)

- **Designed and shipped a production travel app end-to-end as sole engineer** — architecture through Play Store launch — with real-time chat (Stream), voice/video calling (Agora), and live location sharing (Mapbox) on a cloud-native **Firebase/Supabase backend**
- Built an **Groq-powered itinerary planner** and integrated visa-application workflows to streamline trip planning for user

Tumor Growth Optimization — *Python, Mesa, game theory, agent-based modeling* | [Github](#)

- Developed an agent-based simulation combining evolutionary game theory and Stackelberg optimization, achieving ~25% reduction in tumor burden and ~28% reduction in treatment intensity; presented findings at ISCON 2025 — direct experience communicating technical/research work to expert audiences.

AlgoJudge.xyz — *Django REST, ReactJS, Docker, AWS, EC2* | [Github](#)

- Built and deployed a full-stack online judge platform with scalable APIs for authentication, submissions and evaluation pipelines on AWS with Docker.

EDUCATION

Visvesvaraya National Institute of Technology (VNIT), Nagpur

Bachelor of Technology, Computer Science and Engineering • 2021 – 2025

CERTIFICATIONS & AWARDS

- ServiceNow Micro-Certifications: Flow Designer, IntegrationHub (2026)
- CodeCamp Hackathon Winner (2019)
- Gold Medalist, IMO & NSO