

Soham Kotnala

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SUMMARY

Software developer specializing in fintech SaaS platforms, AI-powered products, and scalable web applications. Strong expertise in full-stack engineering, backend systems, API integrations, technical leadership, and applied AI using LLMs, RAG, NLP, and multilingual solutions.

EDUCATION

Graphic Era Hill University (GEHU) <i>B.Tech. in Computer Science & Engineering</i>	August 2022 – June 2025 <i>Dehradun, India</i>
Government Polytechnic Kotdwar <i>Diploma in Computer Science & Engineering</i>	August 2019 – June 2022 <i>Kotdwar, India</i>

EXPERIENCE

Full Stack Developer <i>Yogidigitech Pvt. Ltd. (YPL)</i>	February 2025 – Present <i>Remote</i>
- Developed core modules for Dhanwaan, a SaaS fintech platform with 1 app and 3 dashboards, implementing KYC, referrals, savings interest, and loan workflows while reducing system errors by 55%. - Delivered business websites using Next.js and Shopify, including Big Tree Academy and Garuda Wellness, improving responsiveness by 35%, engagement by 28%, SEO visibility, and reducing billing fixes by 60% while managing deployments and updates on VPS. - Led architecture of a vehicle rental platform with geolocation, ID verification, and damage verification workflows across core booking operations and user verification flows. - Led development of an AI-powered classroom platform supporting multilingual tests across 26 languages and multiple school-board curricula with automated test generation and evaluation. - Led a team of 2 developers by managing proposals, assigning tasks, tracking delivery progress, and resolving production issues through technical reviews.	
Freelance Developer <i>Remote</i>	September 2024 – January 2025
- Built billing pipelines supporting merged and standalone statements, reducing reconciliation errors by 45%. - Designed invoice templates with precise alignment for thermal and laser formats, improving print accuracy by 90%. - Enhanced data readability through structured rendering layers, increasing clarity for end-users by 80%. - Enhanced date-handling modules to correctly process historical ranges, raising calculation reliability by 60%.	

PROJECTS

2D Action Game with AI Enemies — Dehradun, India	October 2024 – June 2025
- Engineered a Unity-based game featuring campaign and survival modes across 10 stages with scaling difficulty. - Implemented an FSM-based enemy system that improved gameplay depth and player engagement by 35%. - Added local and online multiplayer support, optimizing spawn logic, weapon balancing, and GPU usage, increasing total playtime by 40%.	
AI Text Adventure Game — Dehradun, India	March 2024 – August 2024
- Engineered a narrative engine generating 10,000+ evolving routes based on player choices. - Implemented an NLP command system interpreting 500+ input patterns for adaptive gameplay. - Optimized progression logic using persistent memory and variable difficulty, increasing replay depth by 60%.	

SKILLS

Languages: C#, Python, Java, JavaScript, TypeScript, PHP, SQL Frontend: React.js, React Native, Angular, Next.js, Tailwind, HTML, CSS Tools & Deployment: Git, Docker, Postman, Shopify, AWS (Basics), Hostinger, CI/CD, DevOps, VPS Deployment, SEO, Technical Research, Unity	Backend: Node.js, Express.js, Django, REST APIs Databases: MongoDB, MySQL, SQLite, Astra DB AI / LLM: LLM Integration, RAG, Fine-tuning, Model Training, NLP, Prompt Engineering
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ACCOMPLISHMENTS

- Delivered technical sessions that improved peers' practical understanding of development workflows.
- Represented institute at the 2022 State-Level Innovation Event for solution design and execution.