

HAREKRISHNA KAKADIYA

Software Engineer | Backend & AI Systems

📞 628-488-4881 ✉ h.kakadiya@sfsu.edu [in linkedin.com/in/harry-kakadiya](https://www.linkedin.com/in/harry-kakadiya) github.com/yaeger211202

Summary

Software Engineer focused on backend development and AI-driven applications. Experienced in designing scalable systems with Node.js, PostgreSQL, and AWS, including geospatial platforms and multi-agent AI pipelines. Strong track record of delivering reliable, production-ready solutions with emphasis on performance, data integrity, and system design.

Technical Skills

Languages: Java, JavaScript, TypeScript, SQL, C

Backend: Node.js, Express.js, REST APIs, Socket.io

Frontend: React

Databases: PostgreSQL (PostGIS), MongoDB

Cloud & Tools: AWS (EC2, S3, IAM), Docker, Git, GitHub, Postman, Vercel, Nginx, PM2

Testing: Jest, Postman

Other: Agile, Scrum, CI/CD, Linux

Projects

Vibe Check | *Node.js, Express.js, React, PostgreSQL, Socket.io, AWS* | [Live Demo](#) Jan. 2026 – Present

- Led 5-person team as Team Lead and DB Admin delivering a real-time venue discovery platform on AWS EC2
- Architected 13-table PostgreSQL/PostGIS schema with GIST spatial indexes enforcing geolocation access control
- Restricted note submissions using PostGIS radius queries blocking geographic spoofing within 100-meter boundary
- Automated content expiry via PostgreSQL scheduled jobs cascading vibe score updates through Socket.io broadcasts

Orbital Debris Tracker | *Python, Anthropic API, React, Vercel* | [Live Demo](#) Jan. 2026 – Apr. 2026

- Designed multi-agent pipeline using Python and Anthropic API to analyze 2,000+ satellite debris objects
- Streamlined TLE data ingestion eliminating manual conjunction analysis and cutting interpretation time by 80–90%
- Verified tool-call accuracy against known debris datasets ensuring structured response correctness

AI Dungeon Master | *React, Node.js, Claude Sonnet, Stable Diffusion* Jan. 2026 – Present

- Developed multi-turn narrative engine using Claude Sonnet API preserving character state across sessions
- Deployed Stable Diffusion scene rendering via Python achieving sub-10-second visual generation per interaction
- Compressed prompt history using token-aware summarization reducing API costs by 40%

Texas Hold'em Poker | *TypeScript, Node.js, Socket.io, PostgreSQL* Jan. 2026 – Apr. 2026

- Built real-time multiplayer poker using Socket.io and PostgreSQL with low-latency state sync
- Implemented game engine covering turn logic, hand evaluation, and REST APIs in strict ESM/TypeScript architecture
- Wrote Jest unit tests validating hand evaluation and pot distribution achieving reliable core game logic coverage

Education

San Francisco State University Aug. 2022 – May 2026

Bachelor of Science in Computer Science | GPA: 3.1

San Francisco, CA

Relevant Coursework: Software Engineering, Operating Systems, Generative AI, Database Systems, Artificial Intelligence

Leadership

Indian Student Association (ISA), SFSU Sep. 2024 – Present

Events Head

San Francisco, CA

- Led logistics for 10+ events per semester, coordinating 15+ volunteers and managing sponsor budgets
- Increased engagement by 30% through targeted outreach, onboarding 100+ new members

New Student Family Program (NSFP), SFSU May 2023 – Aug. 2023

Orientation Leader

San Francisco, CA

- Guided 300+ students through orientation programs, including campus tours and transition sessions
- Coordinated scheduling for 10+ sessions across a 3-week program with zero cancellations