Satya Narayan Verma

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Education

Indian Institute of Information Technology Bhagalpur **2024 – 2028**
Bachelor of Technology in Computer Science and Engineering *Bhagalpur, Bihar*

Skills

Languages: Golang, TypeScript, C++, C

AI/ML: RAG, Browser Automation, Playwright, Applied NLP

Tools & Frameworks: ReactJS, NodeJS, NextJS, Turborepo, Monorepo, MongoDB, PostgreSQL, pgvector, Pinecone

CS Fundamentals: Distributed Systems, Data structures, Algorithms, OOPs, DBMS, OS, Design Patterns

Experience

BRSchess Academy **Dec 2025 – Feb 2026**
Software Engineer Intern — LMS Platform Project *Remote*

- Built a **role-based** Learning Management System for chess players, instructors, and administrators with multi-level access control and user management features.
- Developed **scalable backend** in Go for new features involving **complexities** such as **controlled visibility** and **access** for notes, weakness, strengths, weakness
- Developed **frontend components** for new features end to end keeping **UI/UX** as a priority

The Palisadoes Foundation **Oct 2025 – Dec 2025**
Open Source Contributor *Remote*

- Contributed **21 merged PRs**. Developed and **Refactored UI** components with React Framework
- Implemented **GitHub Actions** in the CI/CD pipeline and added **unit tests**
- Built **Backend APIs** for new features like donation dashboard, enabling admins to manage organization settings

Projects

Curion: Intelligent Form-Filling Agent | *TypeScript, Playwright, Gemini, Supabase, REST APIs, Extension* |

- Built an **agentic form-filling pipeline** that does **semantic** field **matching** with **optional LLM** and **vision fallback**, and optional human review before submit
- Built a **Supabase** + **pgvector** retrieval layer to **semantically** match extracted form fields with stored profile **atoms**
- Built **dual confidence scoring** systems for **extraction** and **mapping** to **quantify** field **quality**, enrich context, and route uncertain cases to fallback handling
- **Integrated LLM** and **vision-based fallback** for low-confidence mappings, improving accuracy and reliability across diverse form layouts

CanvaSync | *TypeScript, WebSockets, Canvas, PostgreSQL, Tailwind CSS, NodeJS* |

- Designed and developed an **one stop platform** to **draw**, **write** and **collaborate** on a **canvas**
- Implemented **live collaboration** feature that **enables multiple users** to **work** on a **single canvas enhancing collaboration**
- Implemented different **shapes**, infinite canvas using **ctx canvas library**
- Implemented bi-directional **real-time communication** using WebSockets to support **low-latency** collaboration

Brainly | *TypeScript, React, Vite, Node.js, Express, MongoDB, JWT, REST APIs, Tailwind* | *Frontend* *Backend*

- Built a full-stack **second-brain** platform to save, organize, and revisit external knowledge resources such as **YouTube** videos and **X** posts through a personalized dashboard
- Implemented a **JWT-authenticated REST API** backend using **Express**, **MongoDB**, and **Mongoose** to support user signup, signin, protected content creation, content retrieval, deletion, and logout flows
- Designed a **hash-based sharing** workflow that generates reusable public brain links, maps each share hash to a user, and serves shared content through a dedicated public route
- Built a **React** dashboard with custom content-fetching hooks, modal-based content creation, card-based rendering, and embedded previews for **YouTube** and **X** links