JOHN WICK

san fransisco

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SUMMARY

My vision is to contribute to the next generation of intelligent systems that improve the way people live and work. In the short term, I aim to work as a Software Development Engineer, building scalable products powered by Artificial Intelligence

EDUCATION

Massachusetts Institute of Technology **2021-2024**

Btech *CGPA: 8.7*

EXPERIENCE

Spotify **Feb 2026 - Present**

SDE · Internship

- Worked on designing and developing user-friendly interfaces for music streaming features and internal dashboard systems.
- Collaborated with designers, developers, and product managers to improve user engagement and application performance.
- Created reusable design components and optimized frontend responsiveness across devices.

Apple **Mar 2026 - Present**

SDE · Internship *san fransisco*

- Software Development Engineer (SDE) Intern at Apple, contributing to the design and development of scalable software solutions while collaborating with cross-functional engineering teams.
- Gaining hands-on experience in software development, system design, debugging, code optimization, and agile development practices.
- Passionate about building high-quality products, solving complex technical challenges, and leveraging modern technologies to deliver impactful user experiences.

SKILLS

Custom: Object-Oriented Programming (OOP), Swift, SQL, Database Management, System Design, Python

Database: MongoDB

Programming: Data Structures & Algorithms (DSA), Java, Python

PROJECTS

NeuroSync: AI-Powered Brain-Computer Interface for Smart Device Control | *React, PostgreSQL, MySQL, Node.js, AWS, Docker, Kubernetes, MQTT, Git* **Mar 2025 – Jun 2026**

- Developed an advanced Brain-Computer Interface (BCI) system that enables users to control smart devices using EEG brain signals and Artificial Intelligence. The platform processes neural signals through deep learning models to recognize user intentions and convert them into real-time commands for IoT devices, robotic arms, and assistive technologies. The system incorporates signal preprocessing, feature extraction, adaptive machine learning algorithms, and a cloud-based analytics dashboard to improve accuracy through continuous learning. The project aims to enhance accessibility and human-computer interaction for individuals with physical disabilities while exploring the future of non-invasive neural interfaces.

SentinelX: Autonomous AI Drone Swarm for Disaster Response | *Python, Python, C++, TensorFlow, PyTorch, OpenCV, ROS, AWS, Docker, Kubernetes, PostgreSQL, React, Node.js* **Jan 2026 – Jun 2026**

- Developed an autonomous multi-agent drone swarm system designed to assist emergency response teams during natural disasters. The platform leverages Artificial Intelligence, Computer Vision, Reinforcement Learning, and IoT to enable drones to collaboratively map affected regions, detect survivors using thermal imaging and object detection models, avoid obstacles, and generate optimized rescue routes in real time. The system includes a cloud-based command dashboard for live monitoring, mission planning, and analytics, significantly reducing search time and improving operational efficiency during disaster management.

CERTIFICATES

- AI & Machine Learning Fundamentals Certificate, PES University
- API Based Template created, Ingoude Music Studio
- Stanford Executive Program in Software Engineering, Stanford University