Joanathan Packia Singh

B.Tech Computer Science & Engineering (Artificial Intelligence)

hello@joanathan.in | joanathan.in | github.com/JoanathanPS | linkedin.com/in/joanathanps

Summary

Third-year B.Tech CSE (AI) student and Software Development Intern at Zoho. I build and ship full-stack and AI products, won one hackathon and placed top 5 in another.

Education

Saveetha Institute of Medical and Technical Sciences (SIMATS) Chennai, India
B.Tech Computer Science and Engineering (Artificial Intelligence) | CGPA: 8.8/10 *2024 – 2028 (Expected)*

Technical Skills

Languages: Python, Java, C/C++, JavaScript
Web: HTML, CSS, Node.js, REST APIs
AI/ML: Generative AI, RAG, Embeddings, OpenCV, NumPy, Pandas, Scikit-learn
Databases: PostgreSQL, MySQL, MongoDB, Supabase
Tools: Git, GitHub, Linux, VS Code, Vercel, Docker

Projects

LoreBook | *AI Study Workspace* | Next.js, TypeScript, Supabase, Groq, Gemini GitHub | Live

- Built a document pipeline that ingests PDF, DOCX, image, and text files up to 50 MB, chunks and embeds them with Gemini, and serves chat, summaries, flashcards, and quizzes.
- Designed around free-tier API and database limits, and improved retrieval quality by moving to a better embedding model.

ClinDex | *AI Prescription Review Platform* | Next.js, TypeScript, Supabase, Groq, RxNorm GitHub | Live

- Built a prescription review tool that normalizes medications through RxNorm and uses an AI questionnaire to collect missing patient context before surfacing potential drug interactions.
- Fixed the questionnaire repeating questions that had already been answered, so the flow only asks for information that is still missing.

Battle Royale | *Java Game Development* | Java, LibGDX, Supabase GitHub | Play

- Programmed advanced AI bot behavior and enhanced an existing Java-based battle royale game by engineering gameplay systems including loot, safe-zone mechanics, minimap functionality, and settings.
- Refactored and extended the existing codebase with new gameplay behavior, balancing changes, naming, and player-facing features while adapting the original game systems to the updated experience.

FundMeUp | *Crowdfunding Web App* | Next.js, React, Tailwind CSS, Supabase, Vercel GitHub | Live

- Designed a crowdfunding application for creating, managing, browsing, and supporting fundraising campaigns, implementing authentication, campaign creation and management workflows, frontend interfaces, and backend/database integration for handling campaign and contribution data.

Experience

Zoho Corporation Chennai, India
Software Development Intern *Oct 2026 – Present*

- Developed an email-based sales assistant for Site24x7's Quote24x7 workflow, achieving 99.5% accuracy across 200 multimodal test cases.
- Currently developing Site24x7 monitoring plugins, including a PostgreSQL Cluster plugin, to extend infrastructure monitoring capabilities.

Achievements & Hackathons

Farmzy | Smart Agriculture Platform 2025
Winner – Next Gen Product Buildathon (SQ1 Security) | Top 5 – Hackforge Hackathon (DDGDVC)

- Led software development as Software Head, building the frontend, backend, and ThingSpeak API integration for real-time soil monitoring and data visualization, with soil-monitoring hardware feeding live analytics.

NXTGEN'26 – International Software Innovation Hackathon (SRMIST, Logitech) 2026

- Developed **AlienBuster**, an invasive species early warning platform combining citizen-reported geotagged images with Sentinel-2 satellite NDVI analysis to identify vegetation anomalies and support early ecological threat detection during a 24-hour hackathon.

Certifications

NPTEL Certifications: Statistical Learning for Reliability Analysis, IoT, Social Network Analysis 2025–2026