

TARAN SINGH

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Computer Science undergraduate building agentic payments infrastructure. Seeking Summer 2027 software engineering internships.

EDUCATION

BSc Computer Science, University of Southampton

Sep 2025 – Jun 2028

- Year 1: 66.5% (2:1). Modules include Programming II (Java, JavaFX, concurrent programming), Linear Algebra, Calculus, Probability and Statistics.

EXPERIENCE

Project Data Support Intern, Fiander

Jun – Aug 2026

- Supported a legacy-to-cloud migration of 2,000+ client accounting records onto a new CCH platform; owned extraction and cleansing for 699 client records, standardising formatting and resolving missing and duplicate fields.
- Designed and built a master log workbook in Python (openpyxl) tracking migration status, field-level completeness and outstanding issues per client.
- Built a colour-coded automated gap analysis tool to flag discrepancies between legacy and target records, reducing manual cross-checking during validation.

iOS Software Engineering Intern, Film Finder (Barclays Eagle Labs backed startup)

Mar 2026

- Led the migration of the product codebase from TypeScript to Swift 6.0, working directly with the tech lead.
- Built SwiftUI features using @Observable state management in an MVVM architecture backed by Firebase.

Lead Software Developer & Designer, Matek Innovative Solutions

2023 – 2025

- Led software development and design for a global aftermarket truck and trailer parts exporter operating across India, the UK and the US.
- Automated product catalogue and PDF generation pipelines in Python using ReportLab and PyMuPDF.

PROJECTS

Velos, AI agent authorization layer

2026 – present

- Building an authorization layer for AI agent payments on Visa's Intelligent Commerce Connect, defining how agents are granted and denied spending permissions.
- Mapped the competitive landscape across the agentic payments space, including Payman, BlockRun and Stripe's Agentic Commerce Suite, to position the product.

GroundWire, circuit visualizer, winner of Best Use of Gemini API, SotonHack 2026

2026

- Built a circuit visualization tool in a team of 3 within the hackathon window, winning Best Use of Gemini API against university-wide competition.

Hive, university event discovery platform (sotonhive.tech)

Jan – Mar 2026

- Shipped and operated an event discovery platform for Southampton students, winning a University Impact Lab grant.

LEADERSHIP & ACTIVITIES

- **Tech Head, Entrepreneurship Society, Southampton:** lead the society's technical projects and infrastructure.
- **Partnerships Director, 180 Degrees Consulting Southampton:** secure client partnerships; prior client work included OpenSight.
- Represent the university at BUCS level in cricket; run a cricket content channel with 3M+ views.

SKILLS & CERTIFICATIONS

Languages: Python, Java, TypeScript, JavaScript, Swift, HTML/CSS

Technologies: Git, Firebase, SwiftUI, JavaFX, Gemini API, openpyxl, ReportLab, PyMuPDF, Node.js

Certifications: Python, Rancho Labs (with IIT Delhi) · UI/UX, Accenture (Forage) · UX, Georgia Tech (Coursera)