

# ABHIJEET S PACHPUTE

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## SUMMARY

Adaptable computer science graduate and software engineer with experience building scalable systems, optimizing workflows, automating decision-making. Proven ability to rapidly master new technologies, solve complex problems, deliver measurable product improvements. Strong communicator with a track record of translating technical solutions for diverse stakeholders.

## EDUCATION

<b>University of Utah</b> <i>Master of Science in Computer Science GPA: 3.7/4.0</i> <b>Relevant Coursework:</b> Graduate Algorithms (CS 6150), Deep Learning (CS 6353), Security & Privacy (CS 6495)	<i>August 2024 - May 2026</i>
<b>University of Pune</b> <i>Bachelor of Engineering in Computer Engineering CGPA: 8.7/10</i> <b>Relevant Coursework:</b> Object-Oriented Programming, Database Management, Data Structures & Algorithms, ML	<i>July 2019 - May 2023</i>

## SKILLS

**Programming Languages:** Java, Python, C++, C, Kotlin, JavaScript (ES6+), TypeScript

**Backend & Databases:** Spring Boot, RESTful APIs, caching, concurrency, Node.js, MySQL, MongoDB

**Cloud & Infrastructure:** AWS (EC2, S3, Lambda), Docker, Kubernetes, CI/CD, Git, GitHub

**Frontend Technologies:** React.js, Next.js, Tailwind, HTML, CSS

## EXPERIENCE

<b>Information Technology Intern</b> <i>University of Utah   VP for Research</i>	<i>June 2025 - Present</i> <i>Salt Lake City, USA</i>
• Administered research infrastructure across 4 departments that powered a <b>\$650M+</b> annual enterprise and deployed security solutions: <b>Microsoft Intune, Tanium &amp; BeyondTrust</b> that reduced risk by <b>60%</b> and secured compliance with federal research data standards	
• Formalized and co-authored <b>SOPs</b> for international loaner laptops and onboarded <b>70+ devices</b> with full-disk encryption, bringing deployments into compliance with university policies	

  

<b>AI Software Engineer Intern</b> <i>AVI Human Services</i>	<i>May 2025 - August 2025</i> <i>Remote, USA</i>
• Spearheaded development and deployment of real-time AI analytics using <b>React, Node.js, TypeScript, Google Gemini 2.5 API, &amp; Docker</b> on <b>AWS</b> , enabling intelligent querying and automated alerts for <b>50,000+</b> student records across 10 US state agencies, operating on <b>production-grade, fault-tolerant backend</b> services	

  

<b>Software Developer Intern</b> <i>eWarranty Solutions</i>	<i>July 2023 - February 2024</i> <i>Pune, India</i>
• Developed a large-scale <b>QR code</b> based warranty verification system using <b>Java, Kotlin, Spring Boot, and RESTful APIs</b> , streamlining workflows for over <b>45,000</b> products and cutting manual errors by <b>30%</b>	

## PROJECTS

**Dinodash** | *C++, Raylib, OpenGL, Clang/GCC, Cross-platform* | [Website](#)

- Developed 2D survival game in **C++** using **Raylib & OpenGL** with real-time physics, collision detection, & dynamic object spawning while maintaining stable **60 FPS** performance through careful memory & resource management
- Implemented advanced graphics systems including multi-layer **parallax scrolling**, procedural day-night cycles, & optimized resource allocation for **25+** game assets with proper resource cleanup.

**Custom Unix Shell** | *C, System Calls, Process Management, File I/O* | [GitHub](#)

- Implemented fully functional Unix-like shell in **C** supporting command execution, piping, I/O redirections (**>**, **>>**, **<**), background processes (**&**), and logical operators (**&&**, **||**) using **fork(), exec(), and wait()** system calls.
- Designed asynchronous background process execution with **PID tracking** & file descriptor management, achieving stable performance across **500+** test commands with proper cleanup & edge case handling under concurrent process execution