Akhil Bejjanki

Pleasanton, California| 510-807-1095 | akhilbejjanki30@gmail.com | U.S. Citizen

Education

Georgia Institute of Technology | Atlanta, GA Graduation: May 2028

Bachelor of Science in Computer Engineering, GPA 4.0/4.0

Skills

Programming: Java, Python, C++, HTML, CSS, SQL, Git

Embedded/Hardware Development: RaspberryPi, Arduino, AutoDesk Fusion, Onshape, Rust

Frameworks/Databases: React, MongoDB, Typescript, Node.js, Spring

Experience

RoboCup | Atlanta, Georgia *August 2025 – Present*

Robotics Engineer

- Developed firmware in Rust for autonomous robots, implementing motor control, sensors, and hardware communication via I^2C
- Programmed an RTIC-based cooling system in Rust that reads thermistor data via ADC, drives an N-MOSFET for PWM fan control, and integrates fail-safe logic to prevent overheating and ensure system reliability
- Implementing multi-agent AI frameworks to support autonomous decision-making, coordination, and strategy across robots

Hydra | Pleasanton, California *May 2025 – August 2025*

Web-Dev Intern

- Collaborated with developers to design and implement website features connecting open-source contributors with companies
- Incorporated advanced layout design and developed the website while gaining hands-on experience with how AI influences business models and long-term market strategies

Ikey studios | Berlin, Germany *August 2023 – July 2024*

Software Intern

- Developed and launched a fully functional website that sustained 50+ monthly users, writing code to enhance navigation and improve the user interface
- Built and integrated multilingual support, improving accessibility for diverse audiences
- Enhanced features for an online shop using React, contributing to frontend development and responsive design

Projects

Smart Path AI | Big Data Big Impact @ Georgia Tech *August 2025 – Present*

Machine Learning and UX Developer

- Developed GraphRAG-powered AI tools that dynamically adjust question difficulty and concept sequencing to optimize learning
- Implemented MongoDB into a full-stack adaptive learning platform to store and retrieve user data, enabling personalized quizzes based on performance and confidence scores
- Built a responsive React user interface supporting file uploads and interactive learning modules, improving data flow between the frontend and backend

RaspberryPi Robot *January 2024 – July 2024*

Designer

- Independently designed and built a Raspberry Pi–powered robot from scratch, integrating sensors, motors, and custom code to detect and respond to nearby objects.
- Conducted hardware research, assembled and programmed all system components, and tested prototype for consistent autonomous behavior.

Material Sorter *April 2024 – May 2024*

Engineer and Programmer

- Designed and programmed an automated device that sorted 15 recycled-material marbles into three bins with 100% accuracy
- Modeled and 3D-printed custom input mechanism using AutoCAD, streamlining sorting and ensuring single-marble precision
- Delivered a professional presentation and live demonstration of device to CEOs, showcasing design and real-world functionality

Leadership

AVHS Engineers | Programming Captain *August 2022 – May 2025*

- Led team to states by designing, building, and programming three unique competition robots featuring pneumatics, catapults, and custom drivetrains
- Guided programming in C++ for autonomous and driver-control systems while mentoring new members in coding through developing hands-on tutorials for robotics fundamentals.