

# Akshay Bhandary

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## Education

### Masters of Science in Computer Science and Engineering

Santa Clara University

Jan 2022–Sept 2023

Santa Clara, CA

**Coursework:** Distributed Systems, Advanced Web Programming, Advanced Operating Systems, Computer Networks

### Bachelor of Technology in Computer Science and Engineering

SRM University

May 2014–May 2018

Chennai, India

**Coursework:** Data Structures and Algorithms, Web Technology, Database Management System, Software Engineering  
Object Oriented Analysis and Design

## Skills

**Languages:** Python, JavaScript, Typescript, SQL, HTML5, CSS3, C, Java, PHP

**Web Technologies:** React.JS, NextJS, Vue.JS, SCSS, Material UI, jQuery, Redux-Saga, Node, Jest

**Database:** MySQL, MSSQL, MongoDB, PL/SQL

**Others:** D3, RestAPI, GraphQL, AWS, NPM, Agile, JIRA, Babel, Scrum

## Experience

### Chera Health LLC

Software Engineer Intern

Santa Clara, CA

July 2023–Sept 2023

- Utilized **OpenAI's GPT-3.5 API** to create a **MongoDB-integrated chatbot**, achieving a 95% query accuracy rate and 40% faster response times compared to prior solutions.
- Modified **React** Frontend and **Flask** backend to incorporate update address feature, ensuring seamless integration.
- Developed comprehensive test cases to validate API functionality, ensuring high-quality performance and reliability.

### Infosys

Front-End Developer

Pune, India

June 2018–Dec 2021

- Designed and implemented a dashboard using **React**, **JavaScript**, and **Redux**, resulting in a 40% increase in efficiency in managing investment portfolios for **UBS**.
- Integrated multiple Java-based proprietary **REST APIs** with the dashboard, reducing data retrieval time by **25%** and improving overall system performance.
- Implemented automation test cases using **Jest**, resulting in a **32%** reduction in manual testing effort and improving test accuracy by **97%**.
- Designed and improved front-end UI of the Client's web-app using **HTML**, **CSS**, **JavaScript**, and **LESS Preprocessor**, leading to a **26%** increase in user engagement and a **21%** decrease in bounce rate.
- Worked collaboratively with a team of 3 QA testers to conduct comprehensive manual UI and functional testing for 15 different applications, ensuring high-quality deliverables and a **34%** reduction in post-release defects. Mentored new joiners to understand their projects and team processes. Collaborated with Onshore and Offshore Client Teams to carry out project hand-offs
- Implemented automation script using **Java** to create reports of changes made to **HTML** files and print them in spreadsheet saving 7 hours of manual work per week and improving communication efficiency by **30%**.

## Projects

### Rock, Paper, Scissors (ReactJS, HTML5, CSS3)

- Designed an interactive game with a unique twist, increasing user engagement by 30% and leading to positive user feedback.
- Implemented the game using a microservices architecture, allowing for scalability and easy maintenance of individual game components.
- Enhanced gameplay engagement by introducing history tracking through a monorepo setup, leading to a 50% increase in average session duration.

### Proximity Lab Dashboard (HTML5, CSS3, Node.js, MySQL)

- Collaborated in a cross-functional team of 3 developers to design and integrate admin panel features using **Node.js**, **Express**, and **Nunjucks** on the proximity lab website dashboard to enhance the functionality of the proximity lab website.
- Connected the dashboard to **MySQL** Database ensuring efficient storage and retrieval of information while handling scalability and load balancing requirements.