Aneesh Krishna Parthasarathy

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Education

Purdue University Honors College - Class of 2027   West Lafayette, IN
B.S. Computer Science (Focus: Machine Intelligence) + Applied Statistics   Minors: Mathematics + Finance
- Coursework: Programming in C/Java/Python, Blockchain Dev, OOP, DSA, Computer Architecture, Multivariate Calc
- Extracurriculars: Boiler Blockchain, The Data Mine, Purdue DOSA, Cricket & Social Outreach, Tamil Sangam

Academies @ Englewood (High School)   Englewood, NJ
Computer and Information Sciences - High Honor Roll   GPA: 4.3

Technical Skills

- **Languages:** Java, C, C++, C#, R, Python, SQL, JavaScript, TypeScript, HTML5, CSS, PHP, Go, Solidity, LaTeX, Bash
- **Technologies:** React, Node.js, Redux.js, GitHub, UNIX/Linux, MySQL, AWS, Azure, Matplotlib, VS Code, Express.js
- **Skills:** Full-Stack Development, Data Analysis, Data Modeling, Multithreading & Concurrency, Data Cleansing & Preprocessing, Shell Scripting, Big-O Analysis, Algorithm Design, Regression, Classification, Clustering, Machine Learning, Automata Theory, REST APIs, Version Control (Git), Docker, Unit Testing, Agile Methodologies
- **Certifications:** Behavioral Research Investigators, Responsible Conduct of Research **(CITI Program)**, Intro to Data Science/Cybersecurity/Modern AI/Networking/IoT, Python Essentials I/II, JavaScript Essentials I/II, CSS/Essentials, Endpoint Security, Ethical Hacking, Cyber-Threat Management, Network Defense **(CISCO Networking Academy)**

Experience

Retail Hedging LLC, Software Engineering Intern   May 2025 - Aug 2025
- Designed and shipped a production-grade, mobile-first trading UI using React, TypeScript, and MUI, with animated navigation and seamless Auth0 integration. Architected dynamic dark/light theming via React Context and MUI APIs, ensuring accessibility and performance across devices. Built secure Auth0–Stripe JWT flow using custom Actions, RS256 signing, and backend token validation for subscription-based access control.
- Developed Stripe-integrated Express backend for issuing tiered JWTs and enforcing gated features (Basic, Plus, Pro). Replaced polling with efficient one-time token fetch logic using React hooks and secure JWT sync pipelines.
- Leveraged Vite, Framer Motion, and ngrok to streamline dev workflow, with strong .env and key management

PlaytoonIt Inc., Full Stack Developer Intern   Jun 2025 - Aug 2025
- Developed high-performance multiplayer games using Unity and React, implementing real-time stat syncing.
- Engineered scalable Node.js backends with secure auth, REST APIs, and optimized database integrations for persistent player data. Delivered cross-platform gaming solutions with seamless UX, low-latency communication

The Data Mine - West Lafayette, IN, Undergraduate Data Science Researcher   Jan 2025 - Present
- Leveraged Python to analyze Indiana state datasets, uncovering key trends, anomalies, and predictive patterns
- Delivered data-driven insights to inform strategic decisions for public agencies and private-sector stakeholders

Purdue University - West Lafayette, IN, Data Science & Statistics Researcher   Mar 2025 - Present
- Analyzed 18,000+ student survey responses from Japan and the U.S. to assess evolving educational values
- Modeled sentiment trends pre/during/post-COVID using R and Python to guide institutional research.

Projects

Freelance DAO - Smart Contracts, Lead Developer
- Developed a decentralized freelance platform on Ethereum using Solidity, enabling automated transactions between clients and artists through smart contracts, connected using MetaMask.
- Designed and implemented an on-chain voting mechanism to resolve disputes; community members cast votes to determine fair outcomes when conflicts arise between buyers and service providers.
- Ensured secure and transparent arbitration by leveraging blockchain records and consensus-based resolutions

Vibe - Social Media App, Lead Developer
- Built a multi-threaded Java back-end server and client GUI (Java Swing) to support real-time messaging, image sharing, friend management, and user search functionality.
- Engineered persistent, real-time chat with edit/delete message support using Java I/O and socket programming. Enabled smooth client-server communication via custom protocol handling.