

# Arnav Surjan

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## EDUCATION

### The University of Texas at Austin

*Bachelor of Science in Electrical and Computer Engineering, Minor in Entrepreneurship*

GPA: 3.3/4.0

*Expected May 2026*

## WORK EXPERIENCE

### Software Engineering Intern

Jun 2025 – Aug 2025

*LightBeam.ai*

*San Jose, CA*

- Developed a full-stack application using Flask and React to securely manage and monitor Kubernetes clusters, integrating REST APIs, authentication flows, and real-time UI state persistence
- Designed and optimized database schemas and migrations with SQLAlchemy and Alembic, ensuring reliable storage of cluster metadata and resolving schema conflicts and unique constraint issues
- Implemented features for CSV-based cluster ingestion, automated SSH tunneling, and connection lifecycle management, improving reliability and simplifying developer workflows by 65%

### Software Engineering Intern

Jun 2024 – Aug 2024

*Bell Flight*

*Arlington, TX*

- Developed a multithreaded C# & XAML application to simultaneously display Operational Flight Program part numbers for 12 unique Flight Control Computer processors
- Composed a DXL script for cataloging requirements in Rational DOORS, automating the identification of missing links and reducing auditing time by 95%

### RTI Summer Engineering Intern

May 2023 – Aug 2023

*Texas Department of Transportation*

*Austin, TX*

- Expedited the categorization of public university research documents by implementing a digital workflow using OnBase and Microsoft SharePoint, reducing processing time by 40%
- Streamlined the production of research project summaries through the strategic application of natural language processing techniques with generative AI, increasing readability by 70%

## PROJECTS

### Solar Vehicle Controls Software | *Longhorn Racing Solar*

Aug 2022 – Present

- Engineered a Renode-based solar vehicle speed simulator to model motor controller performance using a PID controller in C
- Developed a C application to read and relay Prohelion motor controller status messages to the driver display, such as RPM and error codes
- Remodeled vehicle control state machine to optimize gear shifting, regenerative braking, and acceleration

### Longhorn Network | *Software Design & Implementation II*

Aug 2024 – Dec 2024

- Developed a back-end social network simulation in Java to model student interactions and referral paths
- Implemented core algorithms, including Gale-Shapley, Prim's, and Dijkstra's, to handle roommate assignments, pod formation, and referral pathfinding
- Engineered a multithreaded architecture to simulate concurrent real-time actions like friend requests & messaging

### Save Simba | *UT Embedded Systems Game Design Competition – 3rd Place*

Jan 2023 – Apr 2023

- Developed game in embedded C on ARM-based TI microcontroller using interrupts, timers, DAC, ADC, etc.
- Created drivers for basic I/O, sprite animation, sound effects, etc.
- Designed game graphics and sprites using Procreate for iPad

## LEADERSHIP & ACTIVITIES

### First-Year Interest Group Mentor | *The University of Texas at Austin*

Aug 2023 – Present

### Treasurer, Member | *IEEE Robotics and Automation Society*

Aug 2022 – Present

### Controls Software Developer | *Longhorn Racing Solar*

Aug 2022 – Present

## TECHNICAL SKILLS

**Languages:** Python, C/C++, Java, C#, JavaScript, SQL, DXL, Verilog, MATLAB

**Frameworks:** Flask, React, SQLAlchemy, Alembic, REST APIs, Material-UI, XAML, .NET

**Tools:** Git, Docker, Kubernetes, KiCad, Onshape, LaTeX