

# Panambur Pawan Bhandarkar

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## Summary

Full-stack engineer experienced (2+ years) in building **responsive**, **accessible** web applications. I write **clean**, **modular**, and **well-tested** code that is easy for teams to **understand**, **extend**, and **integrate**. Seeking software engineering internship for Summer'23

## Education

### Carnegie Mellon University

Master of Science in Software Engineering; GPA: 4.0/4.0

Courses : Foundations of Software Engineering, Software Verification & Testing, Software Requirements & Interaction Design,

Mountain View, CA

Aug 2022 - Dec 2023

### NMAM Institute of Technology

Bachelor of Computer Science; GPA: 9.8/10 (top 1%, Class of 2020)

Courses : Data Structures & Algorithms, Object Oriented Modelling & Design, Linear Algebra & Probability Theory

Nitte, India

Jul 2016 - Apr 2020

## Skills

Languages : Typescript, JavaScript, Python, SQL, HTML, CSS, GraphQL

Libraries & Frameworks : React, NodeJS, NextJS, Express, Redux, MongoDB, PostgreSQL, Flask, Bootstrap, TailwindCSS

Tools : Figma, Docker, AWS, S3, Postman, VSCode, Git, Miro, Jama

## Experience

### Team AIBOD Inc.

#### Software Engineer 2

Fukuoka City, Japan

Nov 2021 - Apr 2022

- Developed 50+ UI components with **React** and **TypeScript** resulting in a 10% (~ 1.2M) increase in annual revenue.
- Created a **RESTful** payment server with a microservice architecture using **Python**, **Flask**, and **PostgreSQL**, expanding the customer base (~ ¥500K/year) to include BioPay users.
- Containerized and deployed applications using **Docker** and configured **AWS Cloudwatch** for remote monitoring, improving system performance across 15 customer locations.
- Trained and mentored interns and contract engineers in the company's stack.

#### Software Engineer 1

Jul 2020 - Oct 2021

- Improved data pre-processing rate by 10x (from 20/h to 200/h) by building image annotation tools with **Python**.
- Designed and implemented a **GraphQL Search System** with **Apollo** and **Ariadne**, streamlining 3 ongoing projects.
- Improved team efficiency and reliability with over 80% code coverage through unit and integration **testing** with **Jest**.

#### AI Engineer Intern

Feb 2020 - Jun 2020

- Fixed 20+ bugs in the API server with **NodeJS** and **Typescript** and contributed to ongoing full-stack applications.
- Improved the accuracy of a **KNN-Supervised Classifier** from 80% to 87% through feature engineering.
- Trained and evaluated BERT NLP algorithm using **PyTorch** for Named Entity Recognition and integrated the AI backend and **Express API Server** to provide AI as a Service.

## Projects

### Kanban Task Manager | React, TypeScript, Styled-Components, Figma, Git

Jun 2022 - Present

- Developed a highly accessible Kanban Task Manager with pixel-perfect implementation and best practices in **A11y**, **Semantic HTML**, and **ARIA** labels, which ensured usability with screen readers such as Apple Voice Over. Also generated clear API documentation with **API Blueprint** and **Postman**.

### Emergency Social Network | HTML, CSS, Javascript, MongoDB

Aug 2022 - Dec 2022

- Implemented a robust system architecture, applying **SCRUM** and **Kanban** agile practices to develop the app with a focus on usability. Applied **Object-Oriented Analysis & Design** to lead development efforts and built a highly maintainable, test-driven application that provides **JSON-based RESTful APIs** for the frontend as well as headless clients

### Re:Use | Figma, Jama, Miro

Aug 2022 - Dec 2022

- Collaborated in a team of 6, to ideate a solution for problems faced by customers and volunteers in the donation industry by conducting user research, generating storyboards with **Miro**, style guides with **Figma** and a Minimum-Viable-Product (MVP) using **React**, **Typescript** and **Styled-Components**.

### Refriendo | TypeScript, React, CSS, Figma, Git

Oct 2021 - Jul 2022

- Generated a high-fidelity **Figma** prototype with a clean, visual design aesthetic and conducted think-aloud usability testing surveys to iteratively improve the design, followed by implementation of the mockups using a **Client-Server Architecture** and modern patterns such as **React Hooks** and **Context API**.

## Awards & Leadership

Graduate Teaching Assistant : Foundations of Software Engineering at Carnegie Mellon University

Student Leader : ECE Graduate Organization at Carnegie Mellon University (Among 160 students).

Youth Icon (title) : Won first place in a national public speaking competition among 5000 participants in March 2019.