# Panambur Pawan Bhandarkar

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#### Summary

Experienced (2+ years) in building highly responsive, scalable full-stack web application with a UI/UX focus. Currently pursuing MS in Software Engineering at Carnegie Mellon University and seeking Summer'23 Software Engineer internships.

### EDUCATION

#### Carnegie Mellon University

Mountain View, CA

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

Aug 2022 - Dec 2023

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

#### NMAM Institute of Technology

Nitte, India

Bachelor of Computer Science; GPA: 9.8/10

Jul 2016 - Apr 2020

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

### SKILLS

Languages: NodeJS, TypeScript, Python, ReactJS, Redux, SQL, HTML, CSS, GraphQL, Java, C++

Tools: Git, Figma, Postman, PostgreSQL, Jest, Docker, EJS, Express, Flask, Sass, JUnit, EcmaScript 6, JSON, XML

### EXPERIENCE

#### Team AIBOD Inc.

Fukuoka City, Japan

Software Engineer 2

Nov 2021 - Dec 2022

- Increased the annual revenue by 10%, developing 50+ UI components for an unmanned store with React and TypeScript.
- Optimized the POS by engineering a RESTful payment server with Flask achieving a 30% increase in performance.
- Accelerated delivery of customer projects by drafting Docker configuration files and setting up AWS Cloudwatch.
- Generated user stories, roadmaps for customer projects and trained interns, contract engineers in the company's stack.

### Team AIBOD Inc. Software Engineer 1

Fukuoka City, Japan July 2020 - Oct 2021

• Streamlined the end-to-end pipeline for delivering the results of **Human-Object Interactions** to the front-end.

- Pioneered the use of GraphQL by engineering a search system with Apollo and Ariadne, later reused in 3 other projects.
- Enabled the team to deploy with confidence by developing test suites with over 80% code coverage using Jest.

### Team AIBOD Inc.

Fukuoka City, Japan

AI Engineer Intern

Feb 2020 - Jun 2020

- Increased the accuracy of a KNN supervised classifier from 80% to 87% through feature engineering.
- Trained and evaluated an NLP algorithm using BERT for Named Entity Recognition and integrated with the AI backend.
- Contributed to ongoing projects by fixing 20+ bugs in the API server with NodeJS and Typescript.

### Projects

## Emergency Social Network | TypeScript, Express, MongoDB, Postman

Aug 2022 - Present

- Leading a scrum team of 5 students to develop the app with a focus on usability, maintainability, and robustness.
- Planning, scoping, and delegating work using 20+ UML diagrams produced through Object Oriented Analysis & Design.
- Mentoring team members through **code reviews** in JavaScript, HTML and CSS to generate test-driven code.
- Designing and integrating a clean, visually aesthetic UI with JSON-based RESTful APIs

### Testing Apache Commons Text | Java, JUnit, Mockito

Oct 2022 - Nov 2022

- Identify Attributes, Characteristics and Input Space Models for testing an open source project.
- Generated white-box tests that improved the compound condition coverage from 85% to 100% for the EUT.
- Implemented parameterized JUnit tests for specs generated using All-Pairs and Base-Choice combination criteria.

#### Refriendo | React, Redux, TypeScript, Styled-Components, Figma, Git

- Demonstrated a proof-of-concept through rapid prototyping that was responsible for 80% of the seed funding.
- Spearheaded the design and implementation of 100+ front-end components with a mobile-first approach.
- Applied modern CSS techniques including grid and flexbox, resulting in a highly responsive and accessible UI.

#### Honors Leadership

Student Leader: ECE Graduate Organization at Carnegie Mellon University

Sakura Science Fellow: Selected among 264 students as an Exchange Student at Ritsumeikan University, Japan in July 2019.

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

Mentor, Applied CS with Android: Trained 300 students on Android programming by conducting 2 workshops