

# Hariswar Baburaj

314-702-3423 | [bkhariswar@gmail.com](mailto:bkhariswar@gmail.com) | [linkedin.com/in/hariswar-baburaj](https://linkedin.com/in/hariswar-baburaj) | [github.com/hariswar](https://github.com/hariswar)

## EDUCATION

### Missouri University of Science and Technology

*Bachelor of Science in Computer Science, Minor in Applied Mathematics*

Rolla, MO

Aug. 2023 – May 2027

## EXPERIENCE

### Grader - Theory of Computer Science

Sep. 2025 - Present

*Missouri University of Science and Technology*

*Rolla, MO*

- Developing autograders for homework and assignments, allowing students to receive instant feedback by successfully running through the test cases and able to see their scores for the assignment immediately.
- Reducing manual grading effort by 80% for the professors and graders.
- Working with other grader to brainstorm and create homework questions to make sure students have been able to understand key concepts.

### Undergraduate Research Assistant

Feb. 2025 – May 2025

*Missouri University of Science and Technology*

*Rolla, MO*

- Volunteered to work with Dr. Xiong Zhang in a research on improving triaxial soil testing accuracy using the photogrammetry based methods.
- Assisted the research by generating the 2D results of the sand pictures from photographs which helped us to create a base for developing 3D models.
- Created a 3D models from 10+ different photo angles of the triaxial soil specimen developed with 3D models based on the different angles of pictures. The goal was to improve the accuracy of the point measurements and overall model accuracy.

## PROJECTS

### Leaguify | *Python, SQL, HTML, CSS, Django, LucidChart*

Feb. 2025 – May 2025

- Developed a full-stack web application that allows users to log game results, compare rankings, and track performance against friends and across a variety of different games.
- Created a standardized, scalable database format that makes it simple to add new games, while giving users the ability to create profiles, join teams, log scores, and easily access, compare, and update their game history.
- Designed features for tracking both solo and team games, comparing player and team performance across multiple games, and supporting logging for 10+ different sport games.

### Nourishly | *Angular, C/#, .NET, PostgreSQL*

Sep. 2025 – Present

- Building a web based dining management application serving, 5000+ students and staff that rely on campus dining services.
- The core features of the application are viewing minimum of 3 different menus for each dining stall in S&T and 10+ nutritional information and dining funds management.
- Generates weekly reports of student's nutrition so that they can make more informed choices for their meals.

### Personal Website | *React, Vite*

June 2025 – Present

- A personal website featuring 10+ mini/big projects and 5 research papers, along with a little bit about me.
- Added dark/light mode and a dynamic typed-out introduction to make browsing projects and papers more engaging.
- Trained an AI model in the portfolio that can answer questions about my background, skills, and why I'd would be a great fit for the company and the position.

## TECHNICAL SKILLS

**Languages:** Python, SQL (Postgres), C++, Java, HTML, CSS, JavaScript, TypeScript, R, .NET

**Frameworks:** Django, React, Next.js

**Developer Tools:** Git, Github, Docker, VS Code

**Libraries:** NumPy, Pandas, Tensorflow