Harsh Aaryan

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EDUCATION

Missouri University of Science & Technology	Spring 2026
Bachelor of Science in Computer Science	(GPA - 3.56)

EXPERIENCE

Prime Therapeutics (Software Engineer intern)   May 2024-July 2024
- Built a full-stack internal video sharing platform with **React** frontend and **Node.js** backend for content management
- Engineered efficient data pipelines achieving sub-5 second video upload and retrieval speeds.

PeoplePerHour (Front End Designer)   Feb 2020 - May 2023
- Utilized **FIGMA , Adobe Suite, HTML/CSS** to deliver 200+ projects that exceeded client expectations.
- Collaborated with clients to understand their design needs and preferences, resulting in a 95% client satisfaction rate and numerous repeat business opportunities.

Monster.com (Associate Developer intern)   June 2020 - September 2020
- Rebuilt the main registration API to reduce the processing time by 58% and increased the daily onboarding.
- Conducted code reviews and refactoring of legacy codebase and comprehensive **API documentation** using **Swagger**.

TECHNICAL SKILLS

Languages: Python, C, C++, Java, SQL, JavaScript, HTML/CSS
Framework: React, Node.js, REST API
Developer Tools: Git, Docker, Vercel, Swagger, Postman, PyCharm

PROJECTS -LEADERSHIP

AI-Music Discord Bot (Python, REST API, Vercel, Postman)
- Created an AI-powered Discord bot for generating music using Suno LLM.
- Integrated Suno's sound generation API, deploying it on **Vercel** due to limited API availability.
- Utilized **Postman** for API testing and debugging, ensuring seamless communication between the bot and the sound generation service.
- Automated bot interaction with users via Discord for custom music generation requests.
- Ensured efficient API call handling and optimized latency for real-time music creation.

Smart Cart (C++, PostgreSQL, HTML/CSS, JavaScript)
- Designed and implemented a fully functional Smart Cart store checkout system with integrated front-end and back-end components.
- Made use of PostgreSQL database for product management; a **C++** backend optimized for performance and memory; and an **HTML, CSS, and JavaScript** front-end enabling user checkout, payment, and order processing.
- Developed a relational database to store and manage product information, pricing, and inventory, enabling features for adding new products, updating product details, and ensuring data integrity.

Canvas-RPG [Pickhacks Hackathon 2nd place winner] (JavaScript, HTML/CSS, JSON)
- Developed a Chrome extension and website that makes Canvas into a RPG styled game with over 300 plus downloads on chrome store.
- Utilized **HTML, CSS** for the user interface**, JavaScript** for functionality, and **JSON** for data exchange.
- Employed Canvas API to create personalized quests for every user.