

Harshit Kandpal

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EDUCATION

Michigan State University <i>B.S. in Computer Science (Concentration: Software Engineering) — Minor: Business</i>	East Lansing, MI May 2026
<ul style="list-style-type: none">• GPA: 3.99/4.00 Honors: Tau Beta Pi Engineering Honor Society, Dean's List (All Semesters)	

EXPERIENCE

Magna International <i>Software Engineer (Capstone Project)</i>	East Lansing, MI Jan. 2026 – Present
<ul style="list-style-type: none">• Architecting a web-based CAD assistant with FastAPI, Python, and Next.js for Magna International's R&D team, projected to reduce manual geometry editing time by 35%• Engineered an AI annotation system leveraging LLMs to automate repetitive CAD modeling tasks, saving engineers 2.5 hours per design iteration• Integrated FreeCAD's backend API with a React frontend to enable engineers to visually inspect and manually refine LLM-generated 3D models in real-time, bridging the gap between AI generation and production-ready CAD output	
PromoterMotor <i>Software Engineering Intern</i>	Remote Sep. 2025 – Feb. 2026
<ul style="list-style-type: none">• Launched an automated video content pipeline using Node.js and Hugging Face Transformers, automating 10+ hours of weekly video production tasks• Developed custom web-scraping and workflow tools via Google Apps Script, resulting in a 30% increase in team productivity and 2x increase in lead data acquisition• Automated generation of free-to-use geospatial maps using Python (Pandas, GeoPandas), reducing manual mapping effort and enabling scalable data visualization	

TECHNICAL PROJECTS

Quote Battle <i>React, Node.js, Express, Tailwind CSS, PostgreSQL, CI/CD</i>	Aug. 2025
<ul style="list-style-type: none">• Developed a full-stack voting platform using a RESTful API architecture, managing dynamic user interactions and global leaderboard state• Architected a relational schema in PostgreSQL via Supabase to ensure data integrity and optimized query performance for high-frequency voting actions• Implemented an automated CI/CD pipeline via Vercel and Render, reducing deployment time by 90% and ensuring seamless version control	
90s Chatroom <i>Python, Flask, Socket.io, MySQL, Docker, GCP Cloud Run</i>	Jan. 2025
<ul style="list-style-type: none">• Engineered a real-time messaging application using Socket.io and Flask, facilitating instantaneous communication via WebSockets• Containerized the application using Docker and deployed to GCP Cloud Run, implementing a serverless architecture to handle scalable traffic• Developed a persistent backend with MySQL and used AJAX for asynchronous state updates, reducing server-side overhead by 40%	
Sparty's Boots <i>C++, wxWidgets, XML, CMake, Agile</i>	Feb. 2024 – Apr. 2024
<ul style="list-style-type: none">• Collaborated in an Agile team to engineer a physics-based puzzle game, managing 10+ feature branches via Git and resolving cross-platform GUI rendering issues• Developed a modular logic-gate simulation engine in C++, maintaining a consistent 60 FPS while processing complex XML-based object states	

TECHNICAL SKILLS

Languages: Python, C++, Java, JavaScript, TypeScript, SQL, HTML/CSS
Frameworks: FastAPI, React, Next.js, Node.js, Express, Flask, Tailwind CSS, Pandas, wxWidgets
Tools & Cloud: AWS, GCP, Docker, Linux/UNIX, Git, CI/CD (Vercel/Render), PostgreSQL, MySQL
Certifications: AWS Certified Cloud Practitioner