Arnab Bhowmik

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EDUCATION

Stony Brook University

May 2027

Bachelor of Science with Honors in Computer Science

GPA: 3.79

Relevant Coursework: Software Development, Software Engineering, Theory of Computation: Honors, Analysis of Algorithms: Honors, Data Structures, Object-Oriented Programming, Systems Fundamentals, Programming Abstractions, Linear Algebra EXPERIENCE

Compute Platform Engineering Intern

May 2025 - Aug. 2025

 $GlaxoSmithKline\ plc$

Seattle, WA

- Developed an interactive Python CLI that uses workload diagnosis to auto-select optimal HPC environments across Slurm and Google Batch and optimize resource specifications when applicable, with two submission modes (automatic job script generation/submission and direct environment access), reducing compute costs by $\sim 10\%$.
- Containerized and deployed the CLI using both Docker and Apptainer for cross-platform compatibility on Windows, Linux, and Unix systems, with planned rollout to 3,000+ computational scientists company-wide.
- Built proof of concept demonstrating architectural optimizations for AI/ML team's prototype agentic system's tool orchestration layer, achieving ~35\% reduction in context consumption while improving performance.

Teaching Assistant

Jan. 2025 – Dec. 2025

Stony Brook University Stony Brook, NY • Lead recitations, review sessions, and office hours for 250+ students across Programming Abstractions (CSE 216) and Software

- Development (CSE 316).
- Help revise course materials, grade assignments/exams, and proctor exams to ensure smooth course operations.

Student Software Developer

Sep. 2024 - Present

Stony Brook University Vertically Integrated Projects (VIP) Program

Stony Brook, NY

- Lead the HealthByte subteam and its development, delegating tasks, creating onboarding resources, and organizing meetings.
- Develop a patient-facing iOS app and a clinician-facing full-stack web app to help SBU clinicians monitor post-surgery recovery using Apple Health data and custom forms, with centralized authentication and a shared database across both applications.
- Develop Regio Vinco, an interactive web-based geography educational game helping elementary and middle school students better understand world geography, iterating on versions tested with 150+ students at partnering schools.

Full Stack Developer

Jul. 2024 - May 2025

- QuattronKids• Led full-stack development of **PenguinLearn**, a **RESTful educational platform**, using Next. is, React, Supabase, and Prisma ORM, enabling migration from third-party hosting and reducing overall operational costs by $\sim 20\%$.
- Implemented a real-time messaging system within the platform for direct communication between parents and teachers, and integrated Stripe payment processing to handle both subscription billing and one-time payments.
- Built test suites with **Jest and Playwright** and set up a CI/CD pipeline, ensuring reliability and streamlined deployments.

Undergraduate Researcher

Dec. 2024 – Present

Stony Brook University

Stony Brook, NY

• Investigate and develop foundational ML/NLP tools in OCaml to address ecosystem gaps in tokenization, text processing, and statistical text analysis.

Projects

TA Tools | Python, Flask, Beautiful Soup, Selenium WebDriver, SQLite, JavaScript

Jul. 2024 - Aug. 2024

• Developed a full-stack web application using Flask, Jinja, and SQLite to automate logistics tasks for teaching assistants at a tutoring center, improving task efficiency by approximately 200% for those who used it.

Real Estate Document Classifier | Python, PHP, LangGraph, WordPress, Pinecone, AWS

- Develop an AI classification system for a startup's deal-closing platform using LangGraph workflows and Pinecone vector search to automatically organize documents, emails, and attachments for streamlined document management and communication.
- Manage backend infrastructure using **Terraform** on AWS EC2, refining data ingestion pipelines and modifying CI/CD workflows.

Seawolf Accessibility | Next.js, FastAPI, Python, C, scikit-learn, NumPy, Google Maps API

Feb. 2025 - Present

- Develop an interactive campus navigation web app to recommend and visualize optimal accessible routes in real time.
- Build a custom OpenStreetMap parser in C to extract and preprocess map data for Dijkstra's algorithm, mapping building entrances/exits to support indoor traversal and using KNN to suggest alternative routes.
- Enhance the routing cost function by training a linear regression with scikit-learn and NumPy on aggregated cost data.

SKILLS

Languages: Java, Python, SQL (PostgreSQL, SQLite), Bash, C, OCaml, JavaScript, PHP, Swift

Frameworks: Pytorch, Hugging Face, scikit-learn, NumPy, pandas, React, LangChain, Next.js, Express.js, Node.js, FastAPI Tools: MongoDB, Pinecone, PostgreSQL, SQLite, Git, Docker, GitHub Actions, Ansible, Terraform, Jira, Google Cloud Platform (GCP), Amazon Web Services (AWS), MCP Servers (Model Context Protocol)

Concepts: RESTful APIs, Agile Development, Machine Learning, Natural Language Processing (NLP), Linux, LLMs