Aadit **Bagdi**

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About Me

Hi, I'm Aadit! I am an iOS developer fluent in Swift with apps in the App Store. I am also strong in Haskell, Python, and C++. I am looking for internships and full-time opportunities to leverage and further my skills.

Education

Reed College   *Portland, OR*
BA in Computer Science   *Aug 2017 – May 2023*

Portland State University   *Portland, OR*
MS in Computer Science   *Apr 2024 – Dec 2025*
    GPA: 3.94

Experience

Showchat   *Remote*
iOS Engineer Intern   *Nov 2023 – Apr 2024*
- Used SwiftUI to design app's user interface
- Utilized Firebase to handle user authentication
- Worked with senior iOS engineer to implement features
- Had weekly meetings with founder to discuss app features

Skills

Programming Languages: Swift, Haskell, Python, C++, C
Other skills: Git, Linux, SwiftUI, AVFoundation, Swift Concurrency, SwiftData, Combine, Metal

Projects

MandelbrotMan   *Swift*
An app that renders the Mandelbrot set and allows the user to zoom into the intricacies of the fractal. Built with SwiftUI and Metal
- apps.apple.com/us/app/mandelbrotman/id6742133450

DogExplorer   *Swift*
A user-friendly app that uses machine learning to identify dog breeds through photo capture or upload. Utilizes CoreML, SwiftUI, AVFoundation and a little bit of Combine
- apps.apple.com/us/app/dogexplorer/id6741376283

MicMan   *Swift*
A user-friendly, stereo voice-memo app, with features such as choosing audio sample rate and quality, and the ability to use external microphones, as well as speech transcription. Utilizes SwiftUI, AVFoundation, SwiftData, Combine and Speech
- apps.apple.com/us/app/micman/id6615062868

Cursed Snake   *Swift*
A Snake game made using SpriteKit and SwiftUI, along with Game Center leaderboard integration via GameKit, along with music made by me
- apps.apple.com/us/app/cursed-snake/id6445866465