

Arjun K. Bhatia

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Education

Georgia Institute of Technology | Atlanta, GA

August 2022 – December 2025

Bachelor of Science in Computer Science 3.81/4.0 GPA

Faculty Honors

Experience

Amazon

May 2025 - Aug 2025

Software Development Engineer Intern

Arlington, VA

- Carried out full development lifecycle, including scoping, design, code, testing, and deployment of an event driven firehose notification system of new high severity tickets from different AWS partitions
- Utilized Infrastructure as Code (IaC) via AWS CDK to ensure CI/CD best practices to deploy across multiple regions and stages.
- The system is used by 250+ engineers, enabling greater visibility into operational events across multiple partitions and replacing a less reliable legacy notification system

John Hopkins University Applied Physics Laboratory

May 2023 – August 2024

Agile and Software Engineer Intern

Laurel, MD

- Developed software with C/python with arduino libraries to integrate ESP board and pressure sensors that utilized a deep water diving device to drop payloads on the ocean floor.
- Utilized Python with Power BI and OpenSearch to implement back-end data analysis for grant funding
- Scripted in C++ service integrating SQL Server to create a dashboard covering \$100M+ / 8,000+ projects (2016–2024), providing insights to upper management across sectors at the lab.

Department of Defense - Uniformed Services University of the Health Sciences

June 2022 – August 2022

Software Engineer Intern

Bethesda, MD

- Created Python tools that streamlined resource tracking, enhancing efficiency for 5,000 + staff and students.
- Review and organize data sets in excel for 15,000+ items to make easier to implement into on base software

Projects

Unity Engine Environment Development

August 2024 - December 2024

- Designed and implemented a procedurally generated network of streets including straight turns, paths, 4-way intersections, T-junctions, and dead ends, buildings using Unity Engine and polygon meshes approach using C#
- Created a seed-based system for building generation with varied footprints, facades, elevations, and 3D elements
- Implemented procedural creature generation with swappable parts, curved surfaces, and automated variations.

Spotify Statistics Mobile Application - Full Stack Engineer

January 2024 - May 2024

- Created an Android (Java/XML) app using spotify API to display top songs, artists, and albums
- Designed features to allow account functionality in application using firebase and integrated Spotify Web API
- Developed the application UI on interactive games using user music data: Wordle, memory game, brick breaker

Low Cost Aerial Autonomy- Georgia Tech Dynamic Adaptive Robotic Technologies

January 2023 - May 2024

- Optimized the path of unmanned aerial vehicles in constrained environments to maximize efficiency
- Worked on heuristics in Python to improve run-time, using ML with pandas and NumPy

Skills

Languages: Python, Java, C, C++, C#, Javascript, TypeScript, HTML, CSS, Solidity, GLSL, OpenGL, Assembly, Go

Technologies: Android Studio, Redis, CAD, NumPy, Excel, TensorFlow, GitHub, Figma, Arduino, Unity, DynamoDB, MySQL, OOP, Unix Tools, Photoshop, PyQt, PySide, AWS CDK, Lambda, S3, SQS, CloudFormation, CloudWatch

Concepts: Data Structures and Algorithms, Complexity Analysis, Web-App Design, MCTS, Software Design, OOD, Unit testing, CI/CD, IaC, Service monitoring and alarming