Bharath Bandaru

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Education

Chicago, IL   **Illinois Institute of Technology**   **Aug 21 - May 2023**

M.A.Sc. in Artificial Intelligence - **GPA**: 3.6

Graduate Coursework: Introduction to Artificial Intelligence, Statistical Learning, Natural Language Processing, Machine Learning, Big Data Technologies, Computer Vision, Online Social Network Analysis, Neuroimaging.

Graduate Student Assistantship: Guided students as a Student Teaching Assistant & built software using python and apps-script for automation at ARC (tutor center).

Hyderabad, India   **VNR Vignana Jyothi Institute of Engineering & Technology**   **Sept 2013 - May 2017**

B.Tech. in Computer Science & Engineering (CSE) - **GPA**: 3.6

Undergraduate Coursework: Design & Analysis of Algorithm, Advanced Data Structures, Operating Systems, Cloud Computing, Web Development, Databases, Programming Languages, Computer Architecture, Computer Networks, Compiler Design

Leadership & Extracurricular Activities: Led and expanded the Creative Arts Club from a few people to hundreds by strengthening the organization through active participation and executive leadership.

Languages, Key Skills, & Technologies

- **Languages & Frameworks:** Java, Python, HTML/CSS, JavaScript, React JS, Flutter, Spring Boot, Node.js, Angular, R, C
- **Databases & Storage:** SQL, Oracle, NoSQL
- **Cloud & DevOps:** Pivotal Cloud, Docker, Kubernetes, AWS (Lambda, RDS, EC2), Azure, Google Cloud Platform (GCP), Git, Jenkins 2.0, Bitbucket
- **AI/ML & Data:** OpenCV, Statistical Learning, Natural Language Processing, Machine Learning, Big Data Technologies
- **Tools & IDEs:** VS Code, Figma, IntelliJ, Jupyter, SQL Developer, PyCharm, Android Studio, Toad, Xcode, Unix, bash/zsh, Adobe Suite
- **Other:** CI/CD Pipelines, Android, PWA Apps, Selenium, Black Duck, Sonar

Achievements, Certifications and Awards

- Designed, developed, and published two Android games one iOS game, reaching 17,000+ total downloads across platforms.
- Recognized with the Product – Most Contributed Award for significant contributions to product development at Script Health.
- Awarded as Spotlight of the Year 2020 & the Best Hackathon project for an ML project in India at JP Morgan Chase.

Employment

Software Engineer II · Script Health · Chicago, IL   **May 2023 - Present**

- Led development of a production-grade healthcare platform serving McKesson (Fortune 500) and 100+ pharmacies, delivering enterprise-scale reporting, data workflows, and user-facing features.
- Designed and implemented event-driven, cloud-native systems using AWS (Lambda, S3, RDS), enabling secure file ingestion, background processing, and scalable integrations.
- Owned end-to-end reporting pipelines and dashboards, providing operational and business insights for internal and enterprise stakeholders.
- Drove pharmacy onboarding automation (DocuSign, Ui provisioning, Ui dashboards), eliminating ~100 hours of manual work and improving operational efficiency.
- Collaborated cross-functionally with product, design, and business teams; owned UX flows from Figma to production for key user workflows.

Software Engineer, Intern · Script Health · Chicago, IL   **June 2022 – May 2023**

- Built a critical feature enabling pharmacists to perform point-of-care testing and medication prescribing, contributing directly to core clinical workflows.
- Delivered full-stack features using React, Node.js, and AWS, increasing sprint throughput and accelerating feature delivery.
- Contributed to UX design and implementation of user-facing screens aligned with business and regulatory requirements.

Associate Software Engineer · JP Morgan Chase & Co · Hyderabad, India   **July 2017 - August 2021**

- Introduced and streamlined spring-cloud microservice architecture with Netflix Eureka, Zuul, Open-Feign, Sleuth, Zipkins, and migrated monolithic applications to multiple microservices, which made 30% of APIs reusable across the line of business and increased overall productivity.
- Achieved firm goal by migrating 100% applications from O-Auth2 authentication to Microsoft Windows Active directory mechanism and legacy applications to the pivotal cloud.
- Mentored fresh hires and instructed/guided a team on spring-boot to transform QA resources to developers.
- Automated deployments through a web application with bulk git operations, that saved the team 3 hours of manual work per release. Employed Python, Angular, and Bitbucket APIs to achieve this efficiency.
- Followed 100% Agile practices and collaborated on DevOps tools like Jira, Bitbucket, Jenkins 2.0, Black Duck, Sonar for CI/CD.

Graduate Assistantship · On Campus · Illinois Institute of Technology   **Aug 21 - May 2023**

- Automated large-scale academic operations using Google Apps Script and Workspace APIs, supporting tutoring programs across multiple departments.
- Built real-time availability tracking, scheduling, and notification systems, significantly reducing administrative overhead.

- Developed an AI-generated content detection system using GPT-2 and BERT, delivering document-level AI probability scoring.

Early Career UI/UX & Freelance projects   **Jan 2014-July 2017**
- Developed an Android application in my second semester to help prevent bullying, enabling students to send instant, one-tap home-screen alerts with location data directly to the anti-ragging squad. Designed the UX India 2016 conference app and contributed to Android/iOS development for multi-day event experiences.
- Delivered freelance UI/UX projects for restaurants and led branding and visual design for a university cultural festival.
- Built early Android applications including a one-tap emergency alert app with real-time location sharing.

Independent Projects

All below applications were designed in Figma and primarily developed by me, with collaboration on select projects.

Roamates App (2025-2026). [android] [iOS coming soon]
Roamates is a cross-platform mobile application that helps friend groups manage shared expenses with multi-currency splitting and smart settlements, while also enabling real-time location sharing among trusted circles, and weather insights, and it is designed to expand into a full-featured group coordination platform.
- Initiated the project and led development in a three-member team, coordinating early user feedback and driving feature planning and implementation.
- Released the initial version as Early Access on Google Play, delivering core features including expense splitting, map-based trip tracking, and weather insights for group coordination.
- Actively deploying the iOS version to the App Store, with ongoing iteration based on early user feedback.

Escape Game (2024-2025). [play on web] [android] [iOS]
A sliding block puzzle game where players must strategically move tiles to free the green block. Built using Flutter and Firebase. Inspired by a physical board puzzle at the Museum of Illusions in Chicago; after finding no comparable mobile version on the App Store or Play Store, I designed, developed, and deployed a cross-platform game for iOS and Android.
- Reached 500+ downloads across iOS and Android with ≈3,000 in-app likes, demonstrating early user adoption and engagement.

Chain-Reaction (2021-2022). [play on web] [android]
A real-time multiplayer strategy board game for 2 to 4 players, featuring deterministic chain-reaction, AI gameplay, and cross-platform support across web and mobile using PWA and zero dollars spent.
- Built and shipped the entire product independently prior to the availability of generative AI tools, right after COVID, relying on first-principles problem solving and algorithmic design.
- Achieved 17,000+ downloads, ≈150,000 in-app likes, and strong user feedback (✦4.7 rating on google play store) without spending any infrastructure cost, leveraging GitHub Pages for hosting and Firebase Realtime Database for online multiplayer features.
- Developed an AI player using the alpha–beta pruning algorithm, optimizing decision trees for efficient and competitive gameplay and also implemented a real-time game state synchronization system enabling concurrent multiplayer gameplay.
- Architected the entire system end-to-end, balancing performance, scalability, and cost-efficiency using serverless and client-driven design patterns.

Ephileo - build products people love (2026). [website link]
Designed and developed a personal product studio and portfolio website showcasing end-to-end projects and product thinking. Built an interactive 3D cityscape using React Three Fiber, where navigable, clickable elements route users to project showcases, an about section, and a contact interface.

Portfolio (2021). [web link] [Figma link]
Built a website using HTML5/CSS and JavaScript by first sketching on Figma and then started developing from scratch using vanilla JS. Drew inspiration from award-winning (Awwwards-featured) websites, translating modern interaction patterns and visual design principles into a performant, custom-built web experience.

Paper Clip (2019). [git] To build a bookmarks tool with zero cost, developed an API REST service that extracts thumbnail link, title, description from any URL using Node JS as back-end without any price.

UX India Application (2016). Published an iOS application for the UX India Conference, which helps 100's of attendees to know about the schedule, speaker details, etc. by identifying pain points and wireframes using Sketch.

Academic Projects

- **ChatGPT detector** (2023). Developed and hosted an application for our university (Illinois Tech) to help professors and TAs to grade student marks. Python Flask, React, Docker, AWS.

- **Head Pose Detection** (2022). Imagine interacting your computer with your head & eye contact instead of mouse/ trackpad. Approached with Machine learning (CNN) and Computer Vision architecture with ~70% accuracy. [git]

- **Anti-Ragging Application** (2014). The App allows users to send location of bullying information to the selected, 5 officials of a university on a single tap from home screen. Android, SMS module, GPS location.