

BHARATH HEGDE

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EDUCATION

University of Maryland, College Park

Aug. 2019 - May 2022

Bachelor of Science, Computer Science

GPA: 3.906

Relevant Coursework: Object Oriented Programming & Data Structures, Intro to Computer Systems, Discrete Structures, Linear Algebra

SKILLS

PROGRAMMING LANGUAGES: Java, JavaScript, TypeScript, HTML/CSS, SQL, C

TECHNOLOGIES: Node.js, Express, React, Redux, Linux, MongoDB, Docker, Firebase

WORKFLOW: Git branching workflow, Agile, CI/CD

EMPLOYMENT

Streamforge, *Software Engineer Intern*, Boston, MA

May 2020 - Aug. 2020

Developed an ETL system in Node.js that actively monitors ~100,000 Twitch.tv live streams.

- Created microservices that track live streams, record viewership and chat activity, and compute statistics for streamers.
- Optimized the system and MongoDB store to handle large data processing loads.
- Used RabbitMQ queues for communication between the microservices.

MBS Accounting Technology & Advisory, *Intern Programmer*, New York, NY

July 2019 - Aug. 2019

Built a client portal web app with ticketing and calendar features for client convenience.

- Developed an Express.js backend server to manage sessions and handle API calls.
- Constructed a MariaDB database to store account and session data.
- Implemented two-factor authentication for account logins to enhance security.

Cryptogold Mining, *Backend Programmer*, Plainsboro, NJ

Jan. 2018 - Aug. 2018

Worked remotely on a backend daemon to monitor the company's cryptocurrency mining computers.

- Created a Java library for interfacing with the nanopool.org REST API.
- Wrote a class for running SQL queries on the company database.

PROJECTS

Folder Split [Electron, React, Redux]

July 2020 - Current

Developing a desktop app that helps manage disk space by splitting files to other disk drives, and then creating symbolic links to them. Useful for large programs and games.

AlgoTree [Express, Kubernetes, Docker]

Dec. 2019 - May 2020

Worked with a student team of 10 developers on an algorithm training site. Built a sandboxed code execution system based on Docker to run unit tests on users' solutions, supporting a variety of programming languages.

GCMouse [Node.js, Qt]

June 2019 - July 2019

Made a desktop program that lets users use a GameCube video game controller to operate the mouse and keyboard.

ClassReveal [Firebase, JavaScript]

Aug. 2018 - Sept. 2018

Wrote a web app that helped students share class schedules and view their classmates seamlessly. Used by over 2,500 students in my school district during the summer of 2018.