

ISHANK PUJARI

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PROFESSIONAL SUMMARY

Computer Science student at UIUC skilled in Node.js, Python, Java, AWS (S3, EC2), Azure, AI applications, full-stack web development, and database systems, with a strong interest in cloud computing and backend development. Currently a Software Engineer Intern with experience at John Deere, specializing in Microsoft Azure and Python. Successfully developed and deployed applications using Microsoft Power Platform and Azure, enhancing enterprise operations.

SKILLS

Programming: Java, Python, C++, HTML/CSS, SQL, JavaScript, C, Flutter, PowerShell, Node.js

Technologies: AWS (S3, EC2, CLI, CloudFormation), Microsoft Azure, Spring Boot, REST APIs

Tools: Git, Dbeaver, VS Code, Android Studio, Postman, GitHub, Power Platform, Docker, Microsoft 365, PostgreSQL

EDUCATION

University of Illinois - Urbana-Champaign

August 2023 - May 2026

Bachelor's, Computer Science

Discrete Structures (CS 173) | Data Structures (CS 225) | Machine Learning (CS 441) | Computer Systems (CS 340) | Data Systems (CS 411) | Algorithms and Models of Computation (CS 374) | IoT (CS 437)

PROFESSIONAL EXPERIENCE

John Deere

Moline, IL USA

Software Engineer Intern

June 2025- Present

Currently building and deploying internal and external applications using Microsoft Power Platform, Azure services, and custom scripting in Python, PowerShell, and JavaScript; developing interactive dashboards, automating workflows, integrating with Microsoft Graph API using OAuth, and actively contributing to Agile sprints to optimize enterprise operations.

OrgOrg

Los Altos, CA, USA

Software Engineer Intern

August 2024 - May 2025

- Engaged in code reviews and development processes, gaining practical experience in collaborative software engineering
- Utilizing Node.js, React, and PostgreSQL to develop and integrate the BrewMates feature within the OrgOrg platform, facilitating employee coffee chats and fostering a more social and connected organizational environment
- Contributed to building dynamic employee profile pages with badges and contact hierarchies, enhancing internal team connectivity

University of Illinois - Urbana-Champaign

Urbana, IL, USA

Course Assistant Software Design Lab CS 222

January 2025 - Present

- Currently mentoring three student teams on semester-long software design projects, providing guidance on project planning, implementation, and design patterns.
- Facilitating class discussions on software engineering principles, encouraging collaboration and innovation among students.

HeadStarter AI

Remote

Software Engineer fellow

July 2024 - September 2024

- Built 5+ AI applications and APIs, including a Java-based assistant, AI-powered flashcards, a pantry management app, and a personal website using HTML, Node.js, OpenAI, Pinecone, and Stripe API, achieving 98% accuracy for 1,000+ users.

PROJECTS & OUTSIDE EXPERIENCE

Student Information Database System

May 2024 - July 2024

- Developed a student information database system to store and manage student details, including class standing and personal information using Java (OOP), Spring Framework, MySQL, DBeaver, Postman.
- Designed and implemented RESTful APIs to interact with the database. Utilized the Spring Framework for creating a scalable and maintainable application. Employed MySQL for efficient data storage and retrieval.

AI Flashcards

August 2024 - September 2024

- Developed a web application that leverages AI to streamline flashcard creation from text inputs
- The platform offers a seamless user experience with subscription-based access, integrated with Stripe for secure payments
- Users can easily generate, manage, and access their flashcards from any device, making study and learning more efficient and accessible.