Manish Bhandari

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EDUCATION

University of Texas at Austin

Aug. 2019 - Summer 2023

B.S. in Computer Science and a minor in Digital Arts and Media Certificate

Relevant Coursework: Data Structures, Algorithms, Software Engineering, Computer Networks, Modern Web Applications, Machine Learning, Artificial Intelligence, Computer Architecture, Operating Systems

SKILLS

Languages: Python, Java, JavaScript, Typescript, Ruby, HTML, CSS, C, Dart

Tools/Technologies: React.js, Node.js, Angular, Flutter, Express.js, MongoDB, MySQL, Flask, Tensorflow, Docker, Kafka, Adobe Suite **Cloud:** Azure (Blob Storage, Devops), AWS (Lambda, S3, DynamoDB, API Gateway), Google Cloud

EXPERIENCE

Glorifi, Software Engineering Intern

May 2022 - December 2022

- · Developed a financial mobile application with complex User Interfaces using Flutter and GetX library
- Architected RESTful APIs and business workflows with Python, PostgreSQL and Azure (Blob Storage, App Service), handling up to 300+ requests read and write requests per seconds on various financial data from Plaid
- · Worked on service-oriented architecture and release management process with CI/CD pipelines using Azure DevOps

Multiply Labs, Back End Engineering Intern

Jan. 2022 - May 2022

- Architected and implemented a serverless application with AWS API Gateway, Lambda, and Dynamo DB and deployed Lambda code from S3 buckets.
- · Created a Lambda deployment function, and configured it to receive events from the S3 bucket
- Used BOTO3 (AWS Python SDK) and fabric to launch and deploy 100+ instances in AWS. Configured Inbound/Outbound in AWS Security groups according to the requirements

MyWikis, Full-Stack Software Engineer Intern

May 2021 - Sep. 2021

- · Designed and developed an entire full-stack website with React, js and Flask for the product's self-service page
- Collaborated closely with the product owner to create webpage concept mockups in Figma and leveraged React.js and CSS to translate the mockups into smooth animations and dynamic renderings
- Wrote MediaWiki backup scripts in Python and boto3, uploading 200+ MySQL database dumps daily to AWS S3

Citycatt, Software Developer Intern

June 2020 - Aug 2020

- Innovated a distributed travel search engine simulation (React.js, Express, Node.js, MongoDB, MySQL) that allowed users to search and book hotels, flights and rental cars
- Implemented an admin dashboard to visualize analytics on booking history and user activity
- Optimized the web application for scalability and performance with techniques such as database pooling to handle a minimum of 10,000 listings, 10,000 users, and 10,000 bookings at any given time
- · Utilized Apache Kafka to communicate between the front-end channels and backend systems

PROJECTS

Pixels | Typescript, WebRTC, HLS, CDN,Kafka

- Built a Twitch.tv-like platform using WebRTC for real-time video streaming, incorporated HLS for adaptive bitrate streaming
- Implemented an interactive chat feature using Kafka for real-time messaging, and leveraged a CDN to enhance global content delivery efficiency.
- · Utilized FFmpeg for multimedia processing to ensure compatibility across devices and browsers.

KathmanduPost | Javascript, gRPC, Kafka, Zipkin

- Developed an Event Tracking System for a news and media website to capture, analyze, and interpret user interaction data in real-time, providing actionable insights for content strategy optimization and reader engagement improvement.
- Implemented a robust backend using gRPC for event processing, and utilized Zipkin for distributed tracing and performance optimization in a real-time event tracking system.

Spotilyze | React.js, Express, Sass, Node.js

- A web app created with the Spotify Web API to let users view their own personalized details such as their top artists, top tracks and recently played tracks
- · Used React.js with Router and SASS to create beautiful and responsive renders. Built log-in RESTful endpoints using Express

ACTIVITIES

Texas Talaash (Dance Team)

Sep 2020 - Spring 2023

- Competed in dance competitions nationwide while practicing 15 hours per week
- Served as the multimedia maestro, orchestrating live streams of adrenaline-fueled competitions, leveraging advanced editing techniques to highlight electrifying moments, and designing engaging graphics to amplify our presence in the dance community.

UTCS Programming Club

Jan 2021 - Spring 2023

· Participated in weekly algorithmic programming contests representing the University