

MANISH BHANDARI

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EDUCATION

University of Texas at Austin

Aug 2019 – May 2023

B.S. in Computer Science and a Digital Arts and Media Certificate | GPA: 3.93/4.00

Relevant Coursework: Data Structures, Algorithms and Complexity, Modern Web Applications, Computer Networks, iOS Mobile Computing, Computer Architecture, Operating Systems, Digital Media Production

SKILLS

Languages: Python, Java, JavaScript, Typescript, C, HTML/CSS, Swift

Frameworks/Tools: React.js, SASS, Node.js, Angular, Flask, Webpack, AWS, Docker, Firebase, SQL, Google Cloud, Linux, Git, Flutter, Postman, Figma, Sketch, Photoshop, Illustrator, After Effects

EXPERIENCE

MyWikis | Austin, TX | *Full-Stack Software Engineering Intern*

May 2021 – Sept 2021

- Designed and developed a new dynamic React.js website from end-to-end for MyWikis' self-service page
- Communicated closely with the product owner to create webpage concept mockups for login, portal, and numerous configuration pages in Figma
- Leveraged React libraries and CSS to translate mockups to life while implementing animations, and dynamic rendering
- Wrote MediaWiki backups script in Python and boto3, uploading 200+ MySQL database dumps daily to AWS S3

UT Computer Science | Austin, TX | *Teaching Assistant*

Jan 2021 – May 2021

- Introduced students to programming concepts such as variables, data structures, and algorithms in Python
- Developed lesson plans based on lecture material and personalized it to the students' academic needs
- Lead weekly 2 hour TA discussion sections and facilitated weekly 3 hour office hours for questions and concerns
- Assisted in the grading of quizzes and exams for a class of over 100 students

Houston Independent School District | Houston, TX | *Big Data Engineering Intern*

June 2019 - Aug 2019

- Implemented a Hadoop MapReduce system on a cluster of Raspberry Pi 3 to analyze large data sets of student reports
- Set up 4 networked raspberry pi connections by configuring ssh aliases
- Learned the basics of Parallel Computing and Big Data management under the MapReduce model to scale data processing over multiple computing nodes
- Attended weekly training sessions focused on professional development and shadowed other IT professionals in the field

PROJECTS

Laundry Line

- Developed an iOS/Android mobile application using React Native and XCode with extensive UI/UX designs to help manage the laundry for college students in residence halls
- Implemented a Firebase & Redux system to store and update data in real-time with elaborate signin authentication & email verification system

Noosh Mix

- A python script that utilized the command-line tool Youtube-DL to automatically download songs from Youtube, surrounded by an interface developed using React.

Wolf Connect

- An iOS mobile application created using XCode and Swift for students
- Platform where students can access several school resources and get daily notifications
- Utilized firebase database system to sync data between platforms

HornsRace

- Using React.js and the Socket.IO library, created a graphical web typing game where users can complete in typing trials or compete in a real-time typing race against other users

ACTIVITIES

Texas Talaash (Dance Team)

Sep 2020 – Present

- Competed in dance competitions nationwide while practicing 20 hours per week
- Created social media graphics in Photoshop and After Effects alongside team photography and videography
- Designed and developed team website at texastalaash.com from end-to-end using React and CSS

UTCS Programming Club

Jan 2021 – Present

- Participated in weekly algorithmic programming contests representing the University