PAARAS BHANDARI

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EDUCATION

University of Maryland College Park
Master's in Computer Science

📅 Starting Jan 2021   ⚲ College Park, MD

University of Maryland College Park
Bachelor's in Computer Science   **GPA: 3.82**

📅 Sept 2018 – Dec 2020   ⚲ College Park, MD

EXPERIENCE

Software Engineer Intern
Appian

📅 June 2020 – August 2020   ⚲ McLean, VA

- Worked in the Composable Records UI team to build and ship features for record powered grids.
- Collaborated with senior developers, quality engineers, UX designers and product owners in an Agile environment.
- Technologies used were Appian's functional language SAIL, Java, Javascript, React, React Native, JUnit, and Jest, Git, and Jira.

Founder
Juley

📅 June 2019 – Present   ⚲ College Park, MD

- Singlehandedly developed, designed, launched and marketed Juley, an app for booking hotels and homestays, for Web, IOS, and Android.
- Used React JS, React Native, HTML, and CSS for front-end. Node JS, Google Firebase, Google Places API for back-end.
- Features include location based search, filtering and sorting of properties, easy booking and cancellation, reviews and ratings.

Teaching Assistant
University of Maryland - College Park

📅 Jan 2019 – December 2019   ⚲ College Park, MD

- Worked as a Teaching Assistant for the courses CMSC330 - Organization of Programming Languages and CMSC132 - Object Oriented Programming in Java at the University of Maryland. Held office hours for students and graded exams.

Software Engineering Intern
Indian Institute of Technology - Kanpur

📅 June 2018 – August 2018   ⚲ Kanpur, India

- Worked on Brihaspati 3.0 which is an open-source learning based platform used by universities across India. .
- Worked with Android Studio, Java's HTTP client libraries, and implemented client-server communication.

SKILLS

Programming Languages
- Java, Javascript, C, C++, OCaml, Ruby, Python

Front End
- React JS, React Native, HTML, CSS

Back End
- Node.js, Google Firebase, RESTful APIs

Technologies, OS, Libraries
- Tensorflow, Keras, Hadoop, Android Studio, XCode, UNIX, Linux, x86 Assembly, JUnit, Jest, GDB, LaTeX

PROJECTS

Detecting Face Masks in a Pandemic - ConvNet Model
- Developed a ConvNet model using ResNet-50 CNN architecture to classify human faces as wearing/not-wearing face masks. The model can be used to enforce face mask regulations in a real world scenario amidst the ongoing COVID-19 pandemic.

Doggomart
- Singlehandedly developed, designed, launched, and marketed Doggomart for IOS and Android with React Native and Google Firebase. Doggomart connects users, looking for a pet, with nearby rescue shelters, facilities, and dog breeders. Features include chatting , sorting/filtering ads, rating and reviews, posting and managing ads.

Explorit
- Developed for IOS and Android with React Native, Google Firebase, and Skyscanner's RESTful API, Explorit allows users to discover and add unexplored destinations to their bucketlists and get the best flight deals. Implements a deck-swiping UI, used by dating apps like Tinder.

Other Projects
- Spelling bee quiz webapp using React JS, Redux, and AJAX. Game of Thrones/Dog Breed Trivia for IOS and Android. Implemented Tetris with Java and JavaFX GUI. Monopoly board game with C++.