

Pradyun Bachu

732-690-8856 | pbachu@wisc.edu | linkedin.com/in/pradyun-bachu | github.com/pradyunbachu

EDUCATION

University of Wisconsin - Madison	Madison, WI
<i>Bachelor of Science in Computer Science, Economics with Mathematics Emphasis</i>	May 2027
<ul style="list-style-type: none">Relevant Coursework: Data Structures and Algorithms, Discrete Mathematics, Linear Algebra, Probability and Statistics, Intermediate Micro/Macroeconomics, Calculus III, Computer EngineeringClubs and Activities: Wisconsin Autonomous, Federal Reserve Challenge Club, Indian Student Association, Project Management Club	

EXPERIENCE

Data Analyst Intern	May 2025 – August 2025
<i>United Nations: DESA</i>	New York, NY
<ul style="list-style-type: none">Built Python/SQL pipelines using NumPy and Pandas to clean and integrate 3+ global NDC and UN climate finance datasets for middle income countries, standardizing country and time keys to enable consistent cross-country analysisProduced 9+ analytical reports for senior economists (including Rashmi Banga and Lana Basneen Zaman) on climate finance flows and the socio-economic implications of AI in developing countriesDeveloped a Streamlit dashboard that visualize 10+ key indicators (e.g., climate finance per capita, NDC progress, funding gaps) and projected NDC completion rates, enabling policy teams to quickly compare country scenarios for internal briefings	
Event Day Judge & Logistics Team Lead	2020 – 2025
<i>PeddieHacks</i>	Hightstown, NJ
<ul style="list-style-type: none">Led a 35+ member logistics team to execute a 48-hour hackathon for 200–300+ participants annuallyManaged outreach to 15+ sponsors, 12+ judges, and 3+ workshop speakers each year, expanding prize funding from \$50,000 to \$183,000Served as event judge, pre-screened submissions, and live-judged 30+ finalist projects to determine winning teamsOptimized event workflows, resulting in increased participant engagement and consistent yearly growth in prize pool and attendance	
Senior Engineer	September 2021 – May 2024
<i>Peddie Robotics</i>	Hightstown, NJ
<ul style="list-style-type: none">Designed and machined key FRC subsystems using Autodesk Inventor, Onshape, and vCarve Pro, improving drivetrain reliability and reducing maintenance downtime during competitionDeveloped mechanical prototypes that increased cycle speed and scoring efficiency, and collaborated on autonomous tuning to improve reliability across multiple seasonsMentored underclassmen in mechanical design, machining workflows, and match data scouting, improving team knowledge transfer and operational efficiencyContributed to team success at the FIRST World Championship (Milstein Division Winner 2023, Hopper Division Finalist 2024), 3x Mid-Atlantic Championship, and 6x Mid-Atlantic District titles	

PROJECTS

Redline <i>Python, React, YOLOv8, Groq LLM, OpenCV</i>	November 2025 – Present
<ul style="list-style-type: none">Developed a full-stack web application using YOLOv8 computer vision to detect vehicle damage from a dataset of 3000+ imagesImplemented severity classification and cost estimation with detailed repair cost breakdownsDeveloped Flask REST API backend and React frontend with real-time damage visualizationIntegrated Groq LLM conversational agent for natural language customer support	

SKILLS & INTERESTS

Programming Languages: Java, Python, R, JavaScript, HTML/CSS

Frameworks: React, Flask, JUnit, JavaFX

Developer Tools: Git, Google Suite, Microsoft Office, Tableau, Autodesk Inventor, vCarve Pro, Onshape, VS Code, Visual Studio, IntelliJ, Eclipse, Google Colab

Libraries: Pandas, NumPy, Matplotlib

Interests: Music, Fantasy Football, Poker, Madden, NBA 2K, Gym