

Pawan Subedi

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PROFESSIONAL EXPERIENCE

Hewlett Packard Enterprises, System Software Engineer, San Jose, CA

July 2022 - April 2025

- Built an internal **Python/PyTest utilities package** adopted by **15 engineers**, reducing **per-test boilerplate ~40%** and keeping regression tests **stable with minimal updates** as new features shipped.
- Developed a lightweight **triage/diagnostics package** that converted **raw machine output** into **actionable, structured insights** (normalized fields + clear summaries), accelerating regression debugging for developers.
- Integrated regression suites into **Jenkins CI** and improved failure triage with **structured logging** and clearer assertions, making failures easier to reproduce and root-cause

Texas A&M, Teaching Assistant, College Station, TX

Aug 2025 - Present

- Taught weekly lab sections for ~60 students, guiding them in **Unreal Engine** and **building gameplay features using Blueprint scripting**.
- Provided hands-on technical support (debugging Blueprint graphs, actors/components, gameplay events), **helping teams reach milestone deliverables** and playable prototypes.
- Graded assignments/projects for 60 students using a rubric, delivering feedback on gameplay functionality, Blueprint logic quality, and completion.

Hewlett Packard Enterprises, Intern Co-op, San Jose, CA

May 2021 - May 2022

- Created a GUI tool used by 300+ employees to perform CLI-based workflows more efficiently.

Neighbor Marketing, Software Engineer, Remote, New York

Apr 2020 – June 2020

- Led a team of 4 to build a property reviews web product using React/JavaScript; integrated Google APIs, Firebase auth, and automated email tooling.

EDUCATION

Texas A&M, College Station, TX

Expected : May 2027

Master of Science in Visualization

Augustana University, Sioux Falls, SD

May 2022

Bachelor of Arts, Computer Science and Data Science / Minor: Math

Cumulative GPA: 3.52/4.00

SKILLS & INTERESTS

Computer: C++, Python, Java, React, HTML, JavaScript, Swift

Engines/Tools: Unreal Engine, Unity, Houdini, Git, Docker, OpenCV, PyTorch

Interests: Deep Learning, Reinforcement Learning, Football(Soccer), Drawing/Painting, Photography, Videography

PROJECTS

AR/Game Projects (Coursework)

Aug 2025 - Present

- Built 3 interactive prototypes, including ScavengAR Hunt (AR scavenger hunt with staged progression) and Animal vs. Human, focusing on complete gameplay loops from setup to interaction to completion.
- Implemented core game systems such as **state-based progression, spawning/triggers, UI prompts, and interaction logic** (e.g., target-based events / collisions / input-driven actions) using **Unity + AR stack (Vuforia/AR Foundation** as applicable).
- Iterated through playtests to debug tracking/interaction issues, refine UX clarity, and improve reliability/performance across builds.

Sanford Health Hack, Runner Up, Health Memo, Team Lead/App Developer

Sep 2022 - Oct 2022

- Earned Second place and people's choice award out of 20 teams, **winning a total of \$9000 prize**
- Pitched a business plan and prototyped an iOS app that helped to keep logs of users' health
- Prototyped app using swift, parse, and google api i.e embedded Google's Text-to-Speech and Speech-to-Text feature

GAN, Generative Adversarial Network

Oct 2023 - Aug 2025

- Reproduced and experimented with GAN architectures (CycleGAN, StyleGAN, DCGAN, SRGAN) using PyTorch/OpenCV, exploring edge/structure-preserving outputs.

Sanford Health Hack Runner Up, Pill Buddy, Team Lead

Sep 2019 - Oct 2019

- Developed mobile application and presented product pitch, earned second place out of 12 teams, and won prize pool of \$7000
- Designed a user-friendly interface that allows 5,000+ elderly Sanford patients to check their drug interactions to prevent overdose and help them know less common interactions between drugs

LEADERSHIP & AFFILIATIONS

ACM SIGGRAPH 2024, Conference Volunteer, Denver, CO

Jul 2024 – Aug 2024

Augustana Student Association, Communication Director, Sioux Falls, SD

Aug 2019 – May 2020