Tarun Bandi

848-667-6422 | tbandi@andrew.cmu.edu | https://www.linkedin.com/in/tarun-bandi/ | github.com/tarunBandi-ONE

EDUCATION

Carnegie Mellon University

Pittsburgh, PA

Bachelor of Science in Computer Science and Mathematics

May 2025

GPA: 3.95/4.00

Relevant Coursework: Theory of Computation, Data Structures and Algorithms, Constructive Logic, Functional Programming, Probability, Systems Programming, Parallel Algorithms

EXPERIENCE

Undergraduate Research Assistant

May 2023 – Present

Pittsburgh, PA

Carnegie Mellon University

- Worked on the design of a failure detection system for an artificial lung design project
- Designed a zero-shot reinforcement learning algorithm with 70% accuracy that compares data and forecasts
- Wrote and deployed a Go application via AWS EC2 and Unix commands that publishes information to InfluxDB
- Deployed a Grafana Application via Docker to connect to InfluxDB and display the information.
- Resolved Merge conflicts, issued triage to the system during times of failure, and documented code thoroughly

Teaching Assistant for 15-251(Great ideas in theoretical Computer Science)

Carnegie Mellon University

Pittsburgh, PA

- Teaching assistant for a class of 200+ students
- Leading recitations of 20+ students on paradigms in CS, such as P vs NP, Graph Theory, and the Halting problem
- Led biweekly office hours to address student questions and concerns related to course material or grading
- Served as a mentor to students, meeting with students one-on-one to discuss performance and concerns privately

PROJECTS

SQL Database | C, SQL, GDB, Unit Testing

- Designed and implemented a database system using C
- Built a system that transfers data between memory and disk efficiently, using **B-trees** and **buffer pools**.
- Created a tokenizer, parser, and code generator from text to bytecode
- Throughly tested code using testing frameworks, and python scripting.

Deep Learning for Poker | NumPy, Keras, TensorFlow

- Designed and implemented a Neural network to predict pre-flop Poker moves.
- Engineered inputs to the network to be pot size, and player actions.
- Trained network on a data-set of over 100,000 hands, resulting in an 80% accuracy in picking the best move
- Addressed bias and variance trade-off, resulting in a 25% improvement in prediction
- Ensured modularity of model to ease future expansion in adding flop and post-flop moves

Petmoo.com Full-stack Redesign | React, CSS, MongoDB

- Leveraged react, lazy loading, and asynchronous loading to achieve a 30% optimization in load times
- Migrated database to MongoDB, achieving a 50% reduction in database error
- Integrated Stripe API for payment processing, leading to a more streamlined transaction process
- Employed caching techniques to improve the speed of the search engine

Mathematical Modeling of Respiratory Infections | Sci-Kit Learn, Pandas, Seaborn, Matplotlib

- Analyzed data sets related to respiratory infections using bio-informatics to identify the impact on gene expression
- \bullet Identified relevant features to mathematically model gene expression
- Utilized sci-kit learn to perform k-nearest-neighbors clustering and used seaborn/matplotlib to visualize this
- Employed hypothesis testing and confidence interval validation to analyze statistical significance of observations

Automated Sudoku Solver | Python, CMU-Graphics

- Designed and implemented a Sudoku Game, featuring a backtracking solver.
- Incorporated an intuitive UI, with features such as hints, adding custom boards, real-time feedback
- Highlighted the ability to document code thoroughly, and bridge algorithmic complexity with user experience.

TECHNICAL SKILLS

Languages: Java, Python, C, C++, TypeScript, SQL, HTML, CSS

Frameworks: React, AWS (EC2, S3, Lambda), TensorFlow, Keras, PyTorch

Developer Tools: Docker, Kubernetes, Git **Libraries**: pandas, NumPy, Matplotlib, Seaborn