

# Amey Bhandari

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## EDUCATION

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### Purdue University

West Lafayette, IN

*Bachelor of Science in Computer Science, Minor in Mathematics*

*May 2027*

GPA: 3.98/4.00 (Dean's List x3)

**Relevant Coursework:** Data Structures & Algorithms, Computer Graphics, Linear Algebra, Machine Learning, Computer Architecture, OOP, Computer Security, Multivariable Calculus, Statistics

## EXPERIENCE

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### Undergraduate Research Assistant

Feb. 2026 – Present

*Purdue CS XR Lab | Prof. Voicu Popescu*

*West Lafayette, IN*

- Conducting experiments on VR headsets to evaluate performance-energy tradeoffs across rendering techniques.
- Evaluated precomputed visibility and impostor-based rendering to reduce runtime geometry processing.
- Supporting CloVR development, a low-latency cloud VR system for client-side rendering offload.

### Undergraduate Teaching Assistant

Aug. 2025 – Present

*Purdue University (CS 180: OOP in Java & CS 240: C Programming)*

*West Lafayette, IN*

- Leading lab sessions teaching programming fundamentals and development principles to groups of 25+ students.
- Holding weekly office hours providing one-on-one assistance and detailed feedback on programming assignments.

### Design Lead & Developer

Feb. 2025 – May 2025

*Lafayette Transitional Housing Center | Purdue EPICS*

*West Lafayette, IN*

- Led sub-team of 4 developers and met biweekly with shelter staff to align on requirements and project updates.
- Built Firebase-integrated resource directory serving 30+ community resources with Google Maps integration, enabling staff to manage listings via admin login and users to filter by location, timings, and category.
- Improved accessibility based on user testing with 6 shelter residents, aligned with WCAG-AA practices.

### Developer

Nov. 2024 – May 2025

*Share Food Share Love Food Pantry | Hack The Future @ Purdue*

*West Lafayette, IN*

- Collaborated in a 10-member team to build an SMS-based food pantry delivery system.
- Implemented Twilio messaging system enabling text-based food orders and automated responses.
- Developed Express.js endpoints to process customer orders and information in MongoDB, tested with Postman.
- Built React.js administrative dashboard for food pantry staff to view and manage incoming orders.

## PROJECTS

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### Unix Shell | C, C++, Lex, Yacc

March 2026 - April 2026

- Built Unix-compatible shell with Lex/Yacc parsing, piping, I/O redirection, and signal handling using system calls.
- Integrated features such as wildcard matching, subshell execution, and custom line editor with command history.

### Interactive 3D-Graphics Rendering Pipeline | C++

Sep. 2025 - Oct. 2025

- Built graphics rasterization pipeline in C++ from scratch with custom math library, camera system, and lighting.
- Implemented features such as texture and environment mapping, with support for refraction and reflections.

### 4-bit – Educational CS Game | Godot Game Engine

Feb. 2023 – June 2023

- Designed an educational game featuring custom graphics to teach logic gate concepts through interactive gameplay.
- Adopted by CS clubs in 8+ high schools, reaching 200+ students and improving classroom engagement.

### Map Mentor | ReactJS, Supabase, PostgreSQL, Tailwind, Google Cloud, OAuth

Feb. 2026 - Present

- Developing an interactive map-based learning tool to make geography assignments faster and more engaging.
- Integrating with Google Classroom API for assignment distribution, grade sync, and student management.

### C3 48-hours Game Jam | Team of 5, Won 'Most Innovative Gameplay', Godot Game Engine

March 2025

## TECHNICAL SKILLS

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**Languages:** Java, Python, C, C++, C#, JavaScript, TypeScript, R

**Frameworks & Libraries:** MongoDB, ExpressJS, tRPC, ReactJS, NextJS, Node, PostgreSQL, JUnit

**Developer Tools:** Unity, Godot, Git, Linux, Postman, Supabase, Google Cloud Platform, Docker