

# Amey Bhandari

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## EDUCATION

### Purdue University

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

GPA: 3.98 / 4.0 (Dean's List & Semester Honors)

West Lafayette, IN

Aug. 2024 – May 2028

**Relevant Coursework:** Data Structures & Algorithms, Computer Architecture, Data Mining, Computer Graphics, Computer Security, C Programming, Object Oriented Programming, Linear Algebra, Multivariable Calculus, Statistics

## EXPERIENCE

### Undergraduate Teaching Assistant

Aug. 2025 – Present

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

West Lafayette, IN

- Led lab sessions teaching programming fundamentals and development principles to groups of 25+ students.
- Held 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 [website]*

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 27+ 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

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

Sep. 2025 - Oct. 2025

- Built graphics pipeline in C++ from scratch with custom math library, camera system, lighting, and shading.
- Implementing 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 | NextJS, tRPC, PostgreSQL, Drizzle, Tailwind, Google Cloud, OAuth

Present

- Created an interactive map-based learning tool to make geography assignments faster and more engaging.
- Integrated with Google Classroom API for assignment distribution, grade sync, and student management.
- Implemented multiple modules with different map types and question formats, tailored to various curriculums.

### Echo – Messaging App | Java, Java-Swing, JUnit

Oct. 2024 – Dec. 2024

- Collaborated in 4-member team to build messaging app with real-time chat, image sharing, and friend features.
- Implemented multi-threaded client-server architecture using Java Sockets with dedicated threads per connection.
- Designed synchronized data handling and thread-safe operations to support concurrent user sessions.
- Developed comprehensive JUnit test suite covering data persistence and feature functionality, covering edge cases.

### C3 48-hours Game Jam | Team of 5, Won 'Most Innovative Gameplay', Godot Game Engine [itch.io] March 2025

## TECHNICAL SKILLS

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

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

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