

Amey Bhandari

ameyb.com | amey.bhandari201@gmail.com | linkedin.com/in/ameybhandari | github.com/amey-bhandari

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

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

- 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.

Aug. 2025 – Present

West Lafayette, IN

Design Lead & Developer

Lafayette Transitional Housing Center | Purdue EPICS [[website](#)]

- 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.

Feb. 2025 – May 2025

West Lafayette, IN

Developer

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

- 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.

Nov. 2024 – May 2025

West Lafayette, IN

PROJECTS

Interactive 3D-Graphics Rendering Pipeline | C++

- 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.

Sep. 2025 - Oct. 2025

4-bit – Educational CS Game | Godot Game Engine

- 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.

Feb. 2023 – June 2023

Map Mentor | NextJS, TRPC, PostgreSQL, Drizzle, Tailwind, Google Cloud, OAuth

- 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.

Present

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

- 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.

Oct. 2024 – Dec. 2024

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