Sharad Rangaraju

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CS junior with shipped production work across full-stack, AI integration, and embedded systems.

EDUCATION

University of Texas at Dallas — BS Computer Science *2024 – 2028*

Harvard Summer School — Computer Science *Jul – Aug 2023*

EXPERIENCE

Software Developer — Tapville, Austin *Apr – Aug 2026*

- Built and deployed a production React + Supabase system for payroll and tip tracking, replacing a paper-based workflow that took hours per pay period.

Software Engineering Intern — Entrigna Inc., Chicago *Jun – Aug 2024*

- Built LLM-powered quiz generation app QuizWhiz using AWS Bedrock; designed inference handling for model failures, retries, and structured output parsing.

Tech Director — Google Developer Student Club, UTD *Sept 2024 – Present*

- Lead workshops on AI integration covering deployment, latency, and cost-performance tradeoffs; manage a team of 4–5 workshop leads.

Mentor & Co-Lead — AIM (AI Mentorship Program), AIS · UTD *Jan – May 2026*

- Co-led a 6-student cohort building a web app that ran political bias and fact-checking models on YouTube videos; reached functional prototype but did not deploy due to inference compute costs.

Product Team Member — Nebula Labs, UTD *Sept 2024 – Aug 2026*

- Contribute product decisions for UTD Trends, a class-planning platform; grew from ~10K to ~30K users (near full-campus).

PROJECTS

Autonomous Trash-Catching Robot *Nov 2025 – Jul 2026*

- Real-time computer vision pipeline (OpenCV) with embedded control on Raspberry Pi (vision) and Arduino (motors). Confirmed exhibitor at Open Sauce 2026.

Home Server & Render Farm Infrastructure *May 2026 – Present*

- Self-hosted Arch Linux server with Tailscale networking; deployed Blender Flamenco as a personal render farm with Syncthing-based file sync and cron-driven automated maintenance.

Mobile Game API Reverse Engineering *Nov 2024 – Jan 2025*

- Reconstructed private APIs and authentication flows using network debugging tools (HTTP Toolkit, mitmproxy); built a client replicating authenticated requests against my own account.

MBOY Editor — Open Source Contributions *Oct – Nov 2025*

- Contributed features (object duplication, extended marker metadata) and usability improvements to an open-source rhythm game engine.

SKILLS

Languages: Python, TypeScript, JavaScript, Rust, C#, C++, Java

Tools & Frameworks: React, React Native, OpenCV, Supabase, AWS Bedrock, Linux (Arch), Arduino, Raspberry Pi, Git

AI-assisted development: Claude Code and agentic tooling, with careful review of generated code for maintainability and quality.