







ANSHUL BHARATH

SOFTWARE ENGINEER

CONTACT

anshul.bharath@gmail.com 
(612) 961-9087 
Rosemount, MN 
[LinkedIn](#) 
[Github](#) 
anshulbharath.github.io 

EDUCATION

Bachelor of Science
Computer Science
The University of St. Thomas
May 2022
St. Paul, MN

SKILLS

Programming Languages/Tools

C#
Java
Javascript, HTML, CSS
Node.js
MS SQL Server
SQLite3
Git
Linux/Unix CLI

Frameworks

.NET
Vue.js
React.js
Electron
Foundation

Additional Software Tools

Visual Studios
Azure DevOps
Microsoft Office
Jira
Confluence

Other Skills

Communication
Teamwork
Problem-solving
Planning
Leadership

WORK EXPERIENCE

Software Engineer Intern, *Starkey*

Mar 2021 - current

- Worked in a .NET environment using C# and WPF to help develop, fix bugs, and troubleshoot for a desktop app that is used by audiologists to fit hearing aids
- Performed various Azure DevOps tasks including configuring build pipelines, consolidating NuGet packages, and troubleshooting build failures
- Assisted in upgrading and developing an internal automation service that keeps our 10 dependent codebases pinned to the latest version
- Refactored hearing architecture of the Starkey desktop fitting application and reduced DLLs from 344 to 108 resulting in a 10% decrease in build time
- Designed and implemented an algorithm for more efficient indexing of specific parameters that Starkey hearing aids store

Technology Specialist, *Iowa State University Library*

Aug 2019 - Dec 2019

- Administered and tracked computer equipment (and accessories) lending activities using an on-premises database application
- Was responsible for tracking and lending approximately 100 computers in addition to an added 20 iPads, 100+ accessories, and 10 cameras
- Performed OS updates, configured, and conducted troubleshooting for iPads, Macs, and Windows laptops
- Undertook additional tasks to troubleshoot industrial printers, lab computers, and other library shared devices that were causing problems
- Provided customer service over the phone and in-person to help students with computer, software, and other technology issues

PROJECTS

St. Paul Crime Data Tracker

- Utilized Node.js, Vue.js, and third-part APIs to create a web app that allowed users to dynamically choose and filter crime data from St. Paul, MN
- Developed a RESTful API to retrieve and filter data from a local SQLite3 database that included over 10,000 rows of crime data
- Used Leaflet API to dynamically display and populate a map with user-selected crime

US Energy Dynamic Server

- Implemented a dynamic web server using Node.js, HTML, and CSS to create and serve webpages showing US energy statistics
- Applied Foundation, a UI framework, to create an advanced and responsive user interface
- Learned the basics of SQL to make queries to a SQLite database

Decision Tree Learning AI Agent

- Studied the concept of decision trees and learning from the perspective of AI
- Implemented a simple AI in Java that used a decision tree to make choices on "what to eat?" based on a given data set
- Extended the AI to implement decision tree pruning to create a more efficient design that would create better decisions
- Inspired me to learn and explore more about the world of AI and machine learning and how it can be used to help people