Atlanta, GA
U.S. Citizen

Devan Gandhi

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Education

Georgia Institute of Technology | Atlanta, GA *August 2022 – Present*
Bachelor of Science in Computer Science, Minor in Economics Expected Graduation May 2026
GPA 3.76 | Faculty Honors and Dean's List

Skills

Programming: Python, HTML, CSS, JavaScript, Typescript, Swift, Java, C, Rust, MATLAB, SQL
Tools & Frameworks: Git, React Native, Storybook, Datadog, BrowserStack, MySQL
Platforms: Windows, macOS

Experience

FanDuel | Software Engineering Intern *May – August 2025*
Summer League Intern
- Contributed to a native Swift proof-of-concept for the Sportsbook app, improving component performance.
- Work contributed to a 30% reduction in load time for 1.5M+ iOS users.
- Collaborated in an agile environment, participating in daily stand-ups, sprint planning, and code reviews.
- Implemented bridged theming and color management to align React Native and Swift.
- Authored technical documentation and integration patterns, supporting future development.

Projects

RedoxOS Service Monitor (https://github.com/CharlliePhillips/JIF-4328) *Spring 2025*
- Developed a system health monitoring and recovery daemon for Redox OS in Rust.
- Implemented crash detection, service restarts, and metrics collection.
- Collaborated on a six-person team and contributed to the wider Redox OS project.

Flight Management Dashboard (https://github.com/karatedg/Flight-Management-Dashboard) *Spring 2025*
- Created a dynamic web interface using Python and Flask, connected to a MySQL database
- Led a four-person team to design, implement, test, and demonstrate our dashboard live.
- Implemented full CRUD functionality for core entities such as flights, routes, and people

pHARMacy – Drug Interaction Warnings *Fall 2024*
- Web-based tool utilizing optical character recognition to read medicine bottles.
- Accesses the openFDA API to check for drug interactions and inform the user.
- Submitted to the 36-hour HackGT11 hackathon.

Dungeon Crawler (https://github.com/karatedg/generic_dungeon_crawler) *Fall 2023*
- Developed a dungeon crawler-style game for Android in Java using the agile development cycle.
- Utilized skills and tools such as Git, Android Studio, unit testing, and various design methods and patterns.

Relevant Coursework

Intro to Computer Vision *Fall 2025*
- Implemented vision techniques such as RANSAC alignment and stereo correspondence using NumPy and OpenCV.
- Utilized deep learning architectures including CNNs and Vision Transformers for detection and segmentation.

Intro to Database Systems *Spring 2025*
- Designed entity-relationship diagrams and implemented relational databases using SQL.
- Developed a full flight management database complete with front-end dashboard.

Intro to Artificial Intelligence *Spring 2024*
- Applied AI techniques like machine learning (k-nearest neighbors and decision trees) and neural networks.
- Developed project including reinforcement learning in Pacman and neural network classifiers for handwriting.

Objects and Design *Fall 2023*
- Led team-based Android development with Git, agile methodology, and UML diagramming.
- Applied object-oriented design principles to develop modular, maintainable app features.