

AARYAN BONDRE

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EDUCATION

Purdue University, Department of Computer Science

West Lafayette, IN

Bachelor of Science, Computer Science

May 2027

Bachelor of Science, Data Science

Concentration: Machine Intelligence

- Certificate of Entrepreneurship and Innovation
- GPA: 3.66/4.0
- Dean's List & Semester Honors (5x)

PROFESSIONAL EXPERIENCE

Adobe

Seattle, WA

Software Engineer Intern

May 2026 – August 2026

- Led migration of a legacy After Effects subsystem to a modern architecture, delivering changes in JavaScript, TypeScript, and C++ across multiple repositories and writing documentation for developers to follow
- Determined design and scoping end-to-end, and held architecture reviews with designers and PMs across the AE org to align on requirements, edge cases, UX, and to validate the migration approach
- Presented the migration strategy and results to After Effects leadership to audiences of 100+, securing feedback and buy-in that shaped the final rollout plan

Software Engineer Intern

May 2025 – August 2025

- Engineered custom Cursor rules for ExtendScript, After Effects' undocumented internal scripting language, achieving ~90% compile/run success on generated production scripts
- Built an MCP server connecting Cursor to After Effects, enabling an in-app simulated agent to translate prompts into executable scripts in real time; presented to 100+ engineers' org-wide
- Redesigned After Effects' Preferences UI in C++, reorganizing legacy settings and shipping a new setting authored end-to-end (default synthetic footage length); now used by 100% of AE's active user base

Purdue Data Mine + Pro Football Focus

West Lafayette, IN

Data Research Partner

January 2024 – May 2024

- Built a quarterback "throw difficulty" scoring model using XGBoost and regression on Pro Football Focus's proprietary play-level data (2020–2021 CFB seasons), quantifying difficulty across every pass attempt
- Tracked year-over-year difficulty scores to identify NFL-ready quarterbacks; model surfaced Joe Burrow as the clear #1 prospect and correctly flagged Brock Purdy as pro-ready ahead of his NFL emergence

PROJECTS

Undergraduate Research: VLMs for Grocery Item Identification

April 2026

- Built a custom Python/Matplotlib annotation tool and led ground-truth labeling across 612 top-down grocery cart images, establishing a benchmark dataset (0.89 MAE between annotators)
- Fine-tuned Qwen3-VL-2B-Instruct via LoRA over 10 epochs, cutting MAE from 2.10 (zero-shot) to 1.52
- Designed the evaluation pipeline (MAE, signed bias, ± 1 accuracy) and ran training variations across epochs to isolate what drove model performance

SFSL Inventory Management System

March 2025

- Built full-stack features for a food-pantry inventory system (React, Node/Express, MongoDB) serving a real nonprofit client, including CRUD API endpoints for neighbor data (Server/Model, Server/Controller)
- Developed dashboard and reporting visualizations in React (bar/pie charts with custom tooltips) surfacing purchase trends for pantry administrators

SKILLS

- Languages: *Python, Java, TypeScript, JavaScript, R, C, SQL, C++, Swift*
- ML/AI: *PyTorch, LoRA, XGBoost, MCP (Model Context Protocol)*
- Web & Backend: *React, Node.js/Express, MongoDB, Firebase, SwiftUI, PostgreSQL, MySQL*
- Developer Tools & Cloud: *Git, Github, Linux, Claude Code, Cursor, Docker, AWS*