

BHARADWAJ VARADARAJAN

Student, Developer

Since eighth grade, I've pursued my passion for technology through hands-on projects in diverse domains. Over the years, I've grown into a confident communicator and team leader, committed to building impactful software solutions while continuously expanding my knowledge and skill set.

Contact



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Education

Bachelor of Science

Indian Institute of Technology, Madras

May 2023 - Now

Completed the foundation level of the degree in Data Science and Application

Bachelor of Engineering

Jerusalem College of Engineering, Affiliated Institute to Anna University

August 2023 - Now

Completed the fourth semester of the degree in Computer Science and Enginnering

Language

English - Full professional proficiency Tamil - Native or bilingual proficiency Hindi - Elementary proficiency

Hobbies

Piano

Chess

Cubing



Field Experiences



October 2024 - Now

I am a part of a student-led organization at IITM in the webops department creating web and mobile apps that impact thousands of students attending the events. Apart from this, I have also participated and won in multiple such events at IITM.



April 2025 - August 2025

I completed a Remote Software Development Intern at Jaunt, a USbased travel-tech startup. In this role, I developed their primary landing website and a cross-platform mobile application using Flutter, while also contributing to market research.



PSSSS Magazine

April 2022

I Contributed to my school's website in the magazine section and its social media accounts for the annual day event.

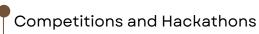
Certifications & Accomplishments



Loyola ICAM Flair'25

August 2025

Our team, Cerebrators, secured 2nd place out of 20 teams in a competitive debugging challenge. Across three rigorous rounds, we tackled complex technical problems, demonstrating strong problem-solving and collaboration skills.



2023-2025

Actively participated in major hackathons like SSN Cube Open, Smart India Hackathon (SIH), IIT PALS Innova Challenge, and Tamil Nadu Hackathon, building multiple live demos showcased on my GitHub.

Selenium and Unity

September 2024

I Completed workshops conducted in my college on selenium testing with Java. Created 3D Games with C# and Unity in another training course where I built an Endless Runner Game, Maze Game, etc.

Skills

My journey began with IoT and embedded systems, working with microcontrollers and sensors. I later moved into web development using Flask and React, then mobile apps with React Native. More recently, I've explored Generative AI through projects. Alongside technical growth, I've built strong public speaking, leadership, and team collaboration skills through academic and project work.







