Aadhi Hari

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Education

University of Wisconsin-Madison Madison, WI

Bachelor of Science in Computer Engineering *Expected May 2026*

Courses: Software Engineering, Database Management Systems, Programming III, Digital System Design and Synthesis, Mathematical Statistics, Java and Programming II

Experience

Full-Stack developer Intern, Sogeti-Capgemini June 2025 – Aug 2025

Sogeti, part of Capgemini *Irving, TX*

- Built a 3-tier full-stack app (React, Node.js, Azure SQL, Tailwind) using Generative AI to automate client project summaries, reducing processing time.
- Designed secure document storage using Azure Blob Storage + optimized SQL metadata queries
- Integrated the Azure OpenAI API with custom prompt engineering to generate dynamic project summaries from uploaded files, incorporating prompt engineering and document parsing logic.
- Led frontend development for SAGE (Sogeti Agent Exchange), a web app showcasing Sogeti's library of AI agents where users can explore, interact, and leave ratings, enhancing discoverability and internal adoption of AI solutions

Solution Delivery IT Intern, Johnson Controls Inc. May 2024 – Apr 2025

Johnson Controls Inc. *Milwaukee, WI*

- Built and presented an Azure DevOps dashboard to improve PLM tracking and team visibility across product lifecycle workflows
- Integrated SAST into CI/CD pipelines and developed a Java-based transformation tool to convert Windchill outputs into SAP-compatible formats

Projects

CareFlow – Full-Stack Web Application | *System Verilog, Verilog, Python* Sep. 2024 – Dec. 2024

- Designed and developed a full-stack web platform using React and Node.js to manage workflows, file uploads, and task tracking.
- Built RESTful APIs and a relational SQL database to support CRUD operations, user authentication, and analytics queries.
- Implemented secure file storage and retrieval using cloud object storage, improving data accessibility and reliability

Knights Tour Mobile Robot | *System Verilog, Verilog, Python* Sep. 2024 – Dec. 2024

- Collaborated in a team of five to develop a SystemVerilog-based design for solving the KnightsTour problem, enabling a robot to cover a chessboard while visiting all squares exactly once, irrespective of the starting position
- Designed testbenches and integrated with Python scripts for simulation control, waveform analysis, log collection, and file management, ensuring efficient verification and debugging.
- Synthesized the design for real-world implementation on an Altera Cyclone-IV FPGA, successfully demonstrating the project's functionality in hardware

Bucky Basher | *Embedded C, SystemVerilog* Sep. 2023 – Dec. 2023

- Developed Bucky Basher, a real-time multiplayer game in embedded C, using Code Composer Studio on an MSP432P401R microcontroller with FreeRTOS for precise task scheduling
- Integrated peripherals including LCD display, joystick, pushbuttons, EEPROM, and UART communication for enhanced gameplay and system functionality
- Designed a wireless multiplayer system with synchronized boards, enabling competitive gameplay where players collect ghosts in a timed two-board setup

Technical Skills and Interests

Skills: Java, Python, Javascript, React.js, Node.js, Tailwind CSS, REST APIs, Azure OpenAI API
Developer Tools: Git, VS Code, Visual Studio, PyCharm, IntelliJ, Eclipse, Matlab
Accomplishments: Dean's List at UW Madison (2022-2026), 1st Place, Johnson Controls Intern Hackathon (2024), Selected as panelist for new intern onboarding (1 of 5), Contributed to internal AI platform adopted across Sogeti teams
Clubs: Lead on the design team for Engineers Without Borders, Design and Events Head at the Badger Cricket Club, Member of the Badger Cricket Team