

Akshat Adsule

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Education

University of California, Davis

Bachelor of Science, Computer Science and Engineering

Sept 2022 — June 2026

- Cumulative GPA: 3.88/4.0 | Dean's List, cum laude

Skills

Languages: Java, C++, TypeScript, JavaScript, Go, SQL, HTML/CSS

Frameworks / Libraries: Spring, React, Next.js, Vue.js, Node.js, Three.js

Cloud / Databases / DevOps: Docker, AWS, Azure, Firebase, PostgreSQL, Git, CI/CD

Work Experience

Software Engineering Intern

June 2025 — Sept 2025

Veeva Systems

Pleasanton, CA

- Worked on Veeva's Electronic Data Capture (EDC) application, a platform for collecting and validating clinical study data
- Resolved 40+ software defects a Java backend and React/Backbone Frontend, improving system usability and reliability
- Implemented production features for file uploads, external data ingestion, and lab-data workflows in Veeva EDC, improving support for clinical study data collection.

Application Developer

Oct 2023 — June 2026

UC Davis Information and Educational Technology

Davis, CA

- Collaborated with senior developers to maintain MyInfoVault, a platform for academic personnel
- Resolved defects and developed new features in a mature Java Spring web application as per the needs of actual users
- Collaborated on an ongoing UI refresh and transitioned existing JSP pages to modern technologies such as Vue.js

Software Development Intern

June 2023 — Sept 2024

American Wild Horse Campaign

Davis, CA

- Worked with a team to build and release a full-stack mobile application to gather crowdsourced data to identify and tag horses in the wild with machine learning
- Designed and deployed backend systems for image processing, user management, and app functionality using Node.js, Microsoft Azure, Google Firebase, PostgreSQL and Docker
- Implemented machine learning models into the backend to ensure image validity and quality while removing unsafe or unwanted user content

Projects

Distributed Deep Rendering and Compositing (github.com/skewer-project/skewer)

Jan 2026 — Present

- Building Skewer, an open-source animation suite for distributed deep rendering, compositing, and render orchestration
- Developed a custom C++ ray tracing renderer with deep sampling support for per-pixel depth and opacity data
- Researched and implemented a deep image compositor for merging multi-layer render outputs efficiently
- Designed cloud infrastructure for distributed render jobs across Google Cloud Platform
- Created a React and Three.js scene previewer for editing scenes and dispatching render jobs

Volare (volare.adsule.com)

Sept 2024 — May 2025

- Launched Volare, a web-based AI interview coach that helps students practice with role-specific mock interviews
- Developed a TypeScript backend and Next.js frontend for generating personalized interview sessions from job listings and user profiles and resumes
- Integrated ElevenLabs voice synthesis to support real-time conversational interview practice
- Added computer vision feedback for facial expression and emotion cues to make post-interview coaching more personalized