Akansh Bharadwaj

AI / Software Engineer — Production ML and Enterprise Systems
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Profile

AI / ML Engineer with hands-on experience delivering **production-grade, end-to-end machine learning systems** as part of a full-stack SaaS product in a regulated domain. Work spans problem framing, data preparation, model selection, backend API development, evaluation workflows, UI integration, testing, and iteration based on real-world feedback.

Strong systems background from game development, with emphasis on modular design, state management, performance trade-offs, and reliability. Engineer with a strong focus on applied AI, automation, and building scalable ML systems that operate reliably within complex, enterprise environments.

Experience

Machine Learning Engineer *Dec 2024 - Present*
Core Solutions Inc.

- Built and owned **end-to-end ML-powered product modules** within a modern SaaS EHR platform, spanning data preparation, model selection, backend services, and user-facing UI integration.
- Designed and integrated **modular Python-based ML services** exposed via REST APIs, enabling reuse, testing, and controlled iteration across teams.
- Partnered with product and engineering stakeholders to **translate business requirements into deployable AI functionality**, iterating based on internal feedback and usage patterns.
- Prototyped AI-driven features in a fast-paced environment while maintaining focus on **stability, maintainability, and integration readiness**.
- Debugged issues across **data pipelines, ML logic, APIs, and frontend integration**, ensuring stable delivery in a production environment.
- Led and owned **Enterprise Data migration** from heterogenous environments with different tech stacks, involving schema analysis, database mapping, automation, and error recovery strategies.

Game Developer *May 2024 - Nov 2024*
Game Design Plus

- Developed **event-driven, real-time gameplay systems** with strict performance and reliability constraints.
- Designed and implemented gameplay and UI state transitions, coordinating behavior across multiple game contexts and interface layers.
- Built and debugged complex interactive systems under real-time conditions, strengthening **systems thinking, deterministic behavior, and fault isolation**.

Projects and Applied Work

- Delivered AI-driven features as part of larger software platforms, emphasizing **integration, observability, and long-term maintainability**.
- Built NLP-based services (intent classification, speech-to-text) deployed behind APIs and iterated using **structured evaluation feedback**.
- Actively experimenting with **agentic workflows and retrieval-augmented generation**, focusing on evaluation-driven system design.
- Freelance game development involving **C++ and OpenGL**, with focus on low-level systems, rendering pipelines, and performance considerations.

Technical Skills

Languages: Python, Java, JavaScript, TypeScript, C++, SQL
ML and AI: PyTorch, TensorFlow, applied deep learning, model evaluation pipelines
Web and Systems: Python backend services, REST APIs, modular system design, state management
Tools: MongoDB, Git, Linux, basic deployment and cloud workflows

Education

Bachelor of Technology in Computer Science *GPA: 9.21/10*

Achievements

- National level academic competition experience demonstrating strong analytical and problem solving ability.
- Hackathon experience delivering end-to-end ML and NLP applications under tight time and resource constraints.