

# Aanish Girish Bhirud

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[Portfolio](#) [LinkedIn](#) [GitHub](#)

## EDUCATION

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### North Carolina State University

B.S. Computer Science

Raleigh, NC

May 2022

**Involvement:** Player for NCSU Rainbow Six Siege esports team

**Relevant Courses:** Algorithms and Data Structures, Building Game AI, Game Engine Foundations, Interactive Game Design, Emerging Trends in Game Technology, Computer Graphics

## TECHNICAL SKILLS

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**Programming Languages:** Java, JavaScript, TypeScript, Python, Rust, C++, C#, C, SQL, HTML/CSS

**Libraries & Frameworks:** Next.js, React, Tailwind CSS, Flask, FastAPI, Astro, Firebase, Deno, JUnit, Hibernate, Spring, REST, Playwright

**Tools:** Vercel, Cloudflare, MySQL, SQLite, Unity, Unreal, Docker, Figma, Selenium, Git, Trello, Jira, RPCs

**AI & Automation:** Agent Engineering, LLM Integration, Prompt Engineering, AI-Assisted SDLC, Agent Orchestration

## WORK EXPERIENCE

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### QA Engineer

Epic Games (UE Scenegrph Team)

Cary, NC

January 2025 - Present

- Wrote and maintained automated test cases for new Scenegrph features, covering regression and edge cases across PC and consoles.
- Implemented RPCs in C# and C++ to drive automated tests (headless + CI friendly), enabling feature validation without manual input.
- Acted as an AI adoption vanguard, experimenting, with and hosting training on how to effectively use Gen AI tools.

Epic Games (Web Frameworks Team)

June 2024 - January 2025

- Integrated new testing software, streamlining workflow and managing its CI/CD systems, while demonstrating strong collaboration skills through handling cross-project implementation requests.
- Architected and implemented a pilot of a new integration testing framework to handle testing and health checks on internal backend services.

### Tester 2

Epic Games (Web Frameworks Team)

Cary, NC

June 2023 - June 2024

- Developed and shipped V1 of automated visual testing suite, continuously enhancing its capabilities and expanding adoption across multiple projects

### Tester 1

Epic Games (Web Frameworks Team)

Cary, NC

December 2022 - June 2023

- Started and led an initiative to integrate automated visual testing into the current test suite.

### Software Development Engineer 1

Healiom

San Mateo, CA(Remote)

August 2022 - December 2022

- Developed a multithreaded Audio Pipeline using an ffmpeg based library to decode multiple FLV streams in real time for extracting resampled audio with minimal buffering.

### Back End Developer Intern

Healiom

San Mateo, CA(Remote)

May 2021 - July 2021

- Developed REST APIs using Python to serve healthcare data to clients.
- Built a data transformation pipeline to parse and reformat incoming data for an Elastic Stack Database.

## PROJECTS

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### Agent Render

- Zero-retention artifact sharing for AI agents. Renders markdown, code, diffs, CSV, and JSON as shareable links. Built with TypeScript, Cloudflare Pages, React.

### **Mnemosyne**

- Session history retrieval layer for AI agents. Indexes, embeds, and searches conversation history for grounded context recall. TypeScript, SQLite, Embeddings.

### **Hydra CLI**

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- Multi-model swarm intelligence CLI. Spawns parallel AI agents across providers to research topics from multiple viewpoints. TypeScript, Node.js.

### **Synthetic Search CLI & MCP**

- CLI and MCP server for zero-data-retention AI-powered web search with citations. TypeScript.

### **Ray Tracing Renderer**

- Two iterations following Shirley and Buck. Multi-threaded Rust implementation with performance profiling.

### **2D Networked Game Engine**

- Client/server game engine built from scratch in C++. Handles networking, physics, and rendering.