

Aditya Bawankule

AI Software Engineer

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LinkedIn / GitHub

AI-native software engineer and former Meta engineer who ships production GenAI, full-stack, and VR/AR products. Experienced in technical leadership, AI agent workflows, open-source MCP tooling, and building user-facing software from concept through launch.

CORE SKILLS

AI / ML GenAI, LLMs, RAG, AI Agents, Prompt Engineering, MCP	Languages TypeScript, Python, Go, C#, C/C++
Web Next.js, React, Node.js, Tailwind CSS, Firebase	VR / AR Unity3D, Meta Quest, VR Development
Cloud / Infra AWS, Vercel, Temporal, CI/CD	Developer Tools Cursor, Claude Code, Git, GitLab

EXPERIENCE

Full Stack AI Software Engineer

Dec 2025 - Present

Certivo

Building and scaling an AI-driven compliance platform for manufacturing and aerospace using Go, Python, TypeScript/React, and Temporal. Implemented document-processing architecture supporting 100,000+ parts and 15,000 technical documents, and led LLM agents for document parsing, supplier outreach, and risk summarization. Built Next.js compliance dashboards, supplier scorecards, risk visualizations, and regulatory-impact tooling.

AI Agents | Go | Python | TypeScript | Temporal

Chief Technology Officer

Mar 2025 - Dec 2025

MOSAIC

Set the technical vision for an AI-driven personalized learning platform. Architected interactive AI learning assistant, learning module system, quiz system, and knowledge graph. Used AI coding tools like Cursor and Claude Code to supercharge development.

AI | EdTech | CTO | Next.js | Architecture

Founder

Nov 2024 - Dec 2025

Aldea Hub

Conceived and launched an AI-powered strategic co-founder guiding entrepreneurs through a seven-step idea-to-launch workflow. Built the full stack solo in three weeks using Next.js, TypeScript, Firebase, and Vercel, and integrated GPT-4o agents for competitor research, SWOT and business-model generation, contextual guidance, and roadmap drafting.

Founder | AI Agents | Next.js | Firebase | Vercel

Software Engineer

Oct 2022 - Oct 2024

Meta

Worked on the Supernatural VR fitness Meta Quest client using C# and Unity3D. Developed and shipped user-facing features focused on user acquisition and new user experience, collaborated closely with product and design, and authored and executed technical design documents.

Meta | VR | C# | Unity3D | Quest

Software Engineer

May 2021 - Oct 2022

State Farm

Developed and maintained Policy Center and other parts of State Farm's insurance backend. Migrated legacy backend services to AWS and created new user flows in Angular.

AWS | Angular | Python | Backend

Software Engineer Intern

May 2020 - May 2021

State Farm

Developed interactive Unity3D experiences for the Story Telling in VR team, including physics-based improvements to an interactive commercial. On the Drive Safe & Save telematics team, built a Unity application that visualized two-vehicle crash data in 3D with playback controls and VR support.

Telematics | VR | Unity3D | C# | Data Viz

SELECTED WORK

- Dream Pixel Forge: On-Brand AI Image Generator**

Image Gen | AI Agents | MCP | Marketing | SaaS

Agentic AI image and video generation. Agents write the prompts, learn your brand from your URL, and validate every result. Connects to Claude over MCP.
- AGINEAR: Markdown Project Management + MCP**

TypeScript | CLI | MCP | Project Management | Open Source

Markdown-native project management for developers. todo.md and roadmap.md are the source of truth, with a CLI, Kanban web GUI, and MCP server for AI agents.
- YouTube Analysis MCP Server**

MCP | TypeScript | Gemini | Open Source

Open-source MCP server that lets Claude and other AI agents analyze YouTube videos via Gemini. Summaries, Q&A, timestamps, and frame capture, no transcripts.

ADDITIONAL EXPERIENCE

- Chief Technology Officer**, Launch99 Agency

Mar 2025 - Dec 2025

Led technology strategy for a digital agency.
CTO | Agency | Leadership
- Virtual Reality Researcher**, UIUC VERL

Nov 2018 - May 2021

Researched how to best utilize Augmented and Virtual Reality technologies to deliver educational content.
VR | AR | Unity3D | Research
- President**, Gamebuilders ACM UIUC

Apr 2018 - May 2021

Managed and grew a Game Development hobbyist RSO.
Leadership | Unity3D | VR | Game Dev
- Software Development Intern**, Optum

Jun 2019 - Aug 2019

Developed and deployed a web-based issue tracking system that allowed end users to submit issues as tickets and track them throughout the resolution process.
Web | Full Stack | Agile
- Lab Monitor**, UIUC ECE Open Lab

Oct 2018 - Dec 2019

Helped run the University of Illinois ECE Open Lab.
Mentorship | Web | ECE
- Independent Contractor**, Near8.io

Nov 2018 - Feb 2019

Helped develop a framework for web-based AR/VR styled immersive storytelling.
AR | VR | Web | Freelance
- Intern**, Swarm Robotix

May 2018 - Aug 2018

Designed software architecture for autonomous 5G-connected 'MACJAC' robots that would transport cargo containers around shipping yards without human intervention.
Robotics | Architecture | 5G | Autonomous

EDUCATION

- Bachelor of Science, Computer Engineering**

University of Illinois Urbana-Champaign | 2017 - 2021

BS in Computer Engineering with focus on software development and virtual reality.

CERTIFICATIONS

- Machine Learning**, Coursera (Jan 2019, LL93SJBTC6Q) **Introduction to Augmented Reality and ARCore**, Coursera (Jul 2018, 3NMR2W5DLUTN)

Full interactive resume and current work: adityabawankule.io/resume