Varun Budati

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EDUCATION

Virginia Tech, Blacksburg, Virginia B.S. in Computer Science Minor in Mathematics & Finance

CFA Level 1 Candidate

Aug 2023 – May 2027 GPA: 3.59/4.0

In-Major GPA: 3.76/4.0

COURSEWORK

CS 3114: Data Structures and Algorithms, CS 2505/6: Computer Organization I/II, CS 2114: Software Design & Data Structures, CS 3214: Computer Systems

CORE SKILLS

Programming Languages: Python (5 years), MySQL (2 years), Java, C, HTML/CSS.

Frameworks & Libraries: NumPy, Pandas, Matplotlib, Plotly, Sklearn, Seaborn, SciPy, React, Node.js, Flask.

Developer Tools & OS: Git, Docker, AWS, Linux/Unix.

WORK EXPERIENCE

Summer Research Intern, REACH Lab - Virginia Tech, Blacksburg, Virginia

May 2025 - July 2025

- Conducted a 10-week mixed-methods research study analyzing over 24,500 words from introductory Computer Science course materials at MIT, UC Berkeley, and CalTech to identify pedagogical gaps.
- Developed a qualitative & quantitative coding framework and utilized computational text analysis tools (LIWC-22) to thematically categorize hundreds of programming examples and assess their linguistic context.
- Synthesized findings to reveal a high prevalence of abstract mathematical problems, providing data-driven recommendations to enhance curricula with more inclusive, real-world applications

Quantitative Researcher, Dataism Lab for Quantitative Finance - Virginia Tech, Blacksburg, Virginia

October 2024 – Present

- Researching optimal order execution by analyzing the market microstructure of Bitcoin trade data to develop and implement advanced trading strategies.
- Constructed benchmark execution algorithms in Python, including VWAP and TWAP, to analyze the market impact and transaction costs of trading Bitcoin.
- Engineered a reinforcement learning and neural network architecture (PPO, DDQN) to create an adaptive agent that optimizes trade execution strategies in real-time.
- Modeling quantitative performance using statistical methods and Python (NumPy, Pandas, SciPy) to analyze trade execution efficiency and market dynamics.

PROJECT WORK

Poker Game January 2024 - March 2024

- Engineered a card handling system using JavaScript arrays and objects to manage a 52-card deck with 4 suits and 13 values.
- Programmed 8 distinct game variants through conditional logic and dynamic paytable adjustments.
- Architectured poker hand evaluation algorithms with O(n log n) time complexity for pattern recognition (pairs, straights, flushes).

Sports Betting Algorithm & Analytics System

August 2024 - May 2025

- Engineered a quantitative sports prediction model using Python (NumPy, Pandas) to identify statistical edges, achieving an 8,400% return on investment (scaled from \$10 to \$850) over a 6-month period.
- Built a real-time data pipeline with sports APIs (Requests) to ingest and process player statistics (Pandas), enabling probability calculations with SciPy and statsmodels.
- Developed a performance dashboard (Matplotlib, Seaborn) for visual ROI analysis and integrated an automated risk management system to optimize bankroll allocation using the Kelly Criterion.

LEADERSHIP/ACTIVITES

Treasurer, FinTech Club, Virginia Tech, Blacksburg, Virginia

October 2024 - Present

- Manage the club's budget and all financial operations to fund initiatives and workshops for a community of 100+ members.
- Organized and host speaker events with industry professionals from leading finance and technology firms to create career development and networking opportunities.
- Led a faculty-advised research project replicating the foundational Evans & Archer (1968) paper on portfolio diversification.
- Modeled risk versus portfolio size using Pandas, NumPy, and SciPy, and presented findings that confirmed unsystematic risk is substantially mitigated with 10-20 assets.