

Sagar Devaraju

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EDUCATION

Northwestern University

Master of Engineering Management

Kellogg School of Management: Decision Models & Prescriptive Analytics

McCormick School of Engineering: Operations and Supply Chain Management

Evanston, IL

December 2026 (Anticipated)

Visvesvaraya Technological University

Bachelor of Engineering, Information Science & Engineering

Bengaluru, India

August 2016 – August 2020

- Relevant Coursework: Operation Research, Design and Analysis of Algorithms, Machine Learning (ML), Database Management Systems, Information Management System.

TECHNICAL SKILLS

Languages: Python, MySQL, Java

Libraries: Scikit-Learn, TensorFlow, Ray, PySpark, Pandas, NumPy, Matplotlib, Seaborn, LangChain

Frameworks: FastAPI, Flask, Falcon, Spring Boot

Cloud and DevOps Tools: Google Cloud Platform (GCP), Docker, Kubernetes, Telepresence, Git

EXPERIENCE

Intern, Research & Development

June 2026 – August 2026

Manhattan Associates (R&D) ☞

Atlanta, GA

- Built a Forecast Explainability Agent that uses LLM tool calling to explain forecast changes in plain language.
- Rendered SHAP contributions and waterfall charts alongside the agent's explanations to give users rich visual context.
- Performed customer segmentation using UMAP and SHAP, and designed weighted scoring to automatically categorize weather and promotion data.

Senior Software Engineer - Machine Learning

July 2024 – August 2025

Manhattan Associates (R&D) ☞

- Scaled ML platform to process 200M+ rows of time-series supply chain data using Modin with Ray/Dask, improving scalability and reliability.
- Redesigned release pipelines, reducing build times by 55% and giving back over 2 hours of daily productivity to each developer.
- Collaborated with cross functional teams to understand and prototype a proof of concept for internal users to interface with using Large Language Models (LLM) in Manhattan's knowledge base thereby making information access easier and more concise.

Software Engineer - Machine Learning

February 2021 – June 2024

Manhattan Associates (R&D) ☞

- Designed and developed an in-house microservices-based ML platform with automated model training, custom estimators, and seamless PySpark integration, facilitating large-scale model lifecycle management and leading to zero production outages.
- Enhanced inference performance for machine learning models, achieving sub-20ms response times and exceeding SLA requirements, ensuring real-time applicability in production environments.
- Collaborated with cross continental teams to build regression and classification models for supply chain optimization, leveraging large datasets to deliver impactful solutions for clients.

Software Engineer Intern - Machine Learning

August 2020 – January 2021

Manhattan Associates (R&D) ☞

- Researched using DVC for tracking offline artifacts for the ML platform, contributing to the improvement of the company's model tracking and management capabilities.
- Worked on middleware for authentication and communication between components using Netflix Eureka, enhancing the robustness of internal microservices.
- Researched into online maintenance practices using FastAPI as the web framework, contributing to the development of a more efficient and maintainable system for real-time operations.

PROJECTS

RolePrep.ai | [Architecture](#) | *Next.js, React, TypeScript, Turso (SQLite), Gemini, OpenAI, MCP, Vercel*

- Building an LLM gap analyzer that compares a resume with a job description, scores fit, and builds a prep plan.
- Cut analysis wait time **about 3x** (90–150s to 31s) with Next.js post-response execution and compute next to Turso.
- Kept analyses up through outages with Zod-validated JSON, backoff retries, and Gemini, GitHub Models, OpenAI failover.
- Shipped a remote **MCP server** secured with OAuth, so RolePrep works from inside Claude, ChatGPT, and Cursor.

GeoSupply Copilot | [Architecture](#) | *Python, Flask, RAG, Web Scraping, LLMs*

- Built a dashboard for my Northwestern capstone that flags risky supplier orders using world news and sample orders.
- Added a chatbot that answers questions about those risks from the same news and order data.

LEADERSHIP EXPERIENCE

Manhattan Associates (R&D) ☞

Bengaluru, India

- **Mentorship and Onboarding** (2022 – 2025) - Provided hands-on training to new hires and guided existing developers, upskilling the team and streamlining the onboarding process to be more efficient.
- **Interviewing and Hiring** (2022 – 2025) - Conducted over 60 technical interviews for ML Engineering/Python Developer roles, introduced screening rounds for effective interviewer time management for the organization.

CERTIFICATIONS

Google Cloud Certified - Professional Machine Learning Engineer

Certificate

Validity: 2023 – 2025

- Skills Acquired: AutoML, VertexAI, BigQuery, Big Data Analytics, Kubeflow, Distributed Training, Tensorflow

AWARDS AND ACHIEVEMENTS

Top Talent

Recognized as top talent

Manhattan Associates

January 2025

Star of the Quarter

Streamlined and optimized Data Science processes at Manhattan Associates.

Manhattan Associates

December 2023

Above and Beyond

Delivered significant milestones in machine learning projects, driving impactful results.

Manhattan Associates

December 2022

Star of the Quarter

Achieved 1500% optimization in a critical business operation, resulting in notable efficiency gains.

Manhattan Associates

April 2022

Rising Star

Demonstrated exceptional performance and potential in early career at Manhattan Associates.

Manhattan Associates

July 2021

ADDITIONAL EXPERIENCE

Game Developer

March 2020 – April 2020

Citizen of Rome - Dynasty Ascendant [↗](#)

Remote

- Worked on the game Citizens of Rome - Dynasty Ascendant, a simulation game set in Ancient Roman Republic which is monetized and exceeded over 5,000 downloads.
- Researched and incorporated historical events into the game using VueJS.
- Reference Letter [↗](#)

Volunteer - North America / European Union

December 2017 – September 2019

MY.GAMES - Formerly my.com [↗](#)

Remote

- Assisted in the management and maintenance of Conqueror's Blade and Revelation Online titles which reached concurrent player peak of 15,000 on Steam.
- Conducted internal testing and identified major bugs prior to alpha testing.
- Managed social media communication channels to engage with the community, resulting in a 20% increase in social media followers.
- Collaborated with cross-continental teams to create trailers for the launch of Conqueror's Blade and assisted with moderation of Ashes of Creation.
- Reference Letter [↗](#)