

Veeral Bhagat

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Education

University of California, Irvine

Grad: Spring 2020

BACHELOR OF SCIENCE IN COMPUTER SCIENCE

GPA 3.94 / 4.00

Awards Hack USC 2019 Winner for Best Use of Smartcar API
Hack UCI 2019 Winner for Hacker's Choice & Best UI/UX
Hack UCI 2018 Winner for Most Addicting App & Most Polished Game

Skills

Languages Python, Java, C, C++, JavaScript, HTML/CSS, SQL
Frameworks React, Flask, Tornado/Asyncio, Pytest
Databases PostgreSQL, MySQL, Google Firebase
Tools Git, Drupal, Linux, Docker, Anaconda

Experience

Akuna Capital | Software Engineer Intern

Chicago, IL

Python, Asyncio, Tornado, React, Typescript, PostgreSQL

Jun 2019 - Aug 2019

- Implemented a reference contract mapping service in **Python** to provide traders with more data for strategy development & to allow more specific risk limits to be set, saving the firm from potential large losses.
- Built APIs for Akuna's next-gen trade limit service that monitors trade risk; optimized execution speed by ~20% by using concurrent programming.
- Created a visualization tool in **React** where users can compare complex aggregations of historical trades to analyze the performance of different trade limits.

University of California, Irvine | Software Engineer (Part-Time)

Irvine, CA

TypeScript, Python, React, PHP, Drupal, Firebase

Sep 2018 - Jun 2019

- Created an events & ticketing web app using **Drupal** and **PHP** to support many of my university's departments in the hosting & promotion of their event details.
- Refactored & migrated large web apps written in **PHP** and **JavaScript** from Mac servers to Linux boxes.
- Implemented core features of a mobile app with 2000+ downloads using **React Native** & **Firebase Cloud Functions** to host backend, where I wrote **Typescript** endpoints to parse Drupal JSON data dumps.

Aetna | Software Engineer Intern

Hartford, CT

Java, Python, Pandas

Jun 2018 - Aug 2018

- Developed an application in **Java** that analyses & scores transaction data to detect fraud and outputs a deliverable report to help management assess daily risk scores.
- Fixed bugs & inefficiencies in production code that resulted in inaccurate scoring for anomalous behavior.

Projects

Emocean | Hack UCI 2019 Winner for Hacker's Choice & Best UI/UX

Python, Flask, HTML/CSS, JavaScript

- Web application that produces a detailed analysis of a user's emotions while they are watching a YouTube video as compared to others who watched the same video.
- Built backend using **Flask** & made periodic calls to **Microsoft Azure's** Face API for image recognition, with raw image and emotion data stored in **Firebase**

Pokegatchi | Hack UCI 2018 Winner for Most Addicting App & Polished Game

Unity, C#, Vuforia

- Mobile game where users can participate in AR Pokémon battles against CPUs by holding up a Pokémon card to their phone's camera.
- Created using **Vuforia** for the AR and image recognition components & **Unity** to render the 3D models