Devarsh Mehta

📞 6351914313 — ✉ devarshmehta.42@gmail.com — in LinkedIn — ○ GitHub — Portfolio — LeetCode

Summary — I'm a 4th-year ICT Engineering student specializing in Cross-Platform & Native Mobile Development and Backend Development. I have hands-on experience building AI-powered applications with AI agent integration, and I've also worked with various Cloud Platforms for deployment and scaling processes.

Education

B.Tech in Information & Communication Technology   **Pandit Deendayal Energy University**
C.G.P.A: 8.82   *2022 – Present*

Leadership Technical Roles: Vice President at **CSI PDPU**, *App Development Head at* **GDG PDPU**, *Technical Lead at* **IEEE CS PDEU**

Skills

- **Mobile:** Flutter (Dart), Kotlin, Java, Jetpack Compose, XML, Coroutines, Dependency Injection
- **Backend:** SQLite, Supabase, Firebase, MongoDB, MySQL, Flask, PostgreSQL, FastAPI

- **Other Skills:** Google Maps API, Python, Scikit-learn
- **Web:** HTML5, CSS, JavaScript, React
- **Cloud:** AWS Lambda, AWS EC2, GCP, Azure, Docker, CI/CD
- **Version Control:** Git, GitHub, GitLab

Experience

Volcan Vision and Automation Pvt Ltd   **19th May 2025 – 19th July 2025**
Application Developer Intern (Hybrid)

- Developed a cross-platform Supply Chain Management system from scratch with **Flutter, Supabase** & a **PostgreSQL** backend—integrating three dashboards (admin, production & sales) for end-to-end visibility.
- Implemented real-time tracking & analytics, role-based notifications via FCM.

Gormish   **5th December 2024 – 5th February 2025**
Flutter & Backend Developer Intern (On Site)

- Built a food delivery app from scratch for street vendors, developing both frontend (Flutter) and backend (Flask).
- Designed and tested **10+ REST APIs** to interact with a **PostgreSQL** database, ensuring seamless data flow.
- Deployed the backend server on **AWS S3** and published the app on the Google Play Store.

CodeHop Interfusion   **22nd May 2024 – 22nd November 2024**
Native & Flutter Developer Intern (Remote)

- Collaborated with a team of **5+ developers** to create a multiplayer board game **Mason** in Flutter, enabling players to connect via a host mobile server on the same network.
- Integrated APIs, followed Agile methodologies, and delivered projects **20% faster,** reducing development cycle time by **2 weeks**.

Lead Developer - Conference Manager App for University   **10th November 2024 – 5th December**
The Plasma 2024 Conference App for PDEU

- Developed a comprehensive mobile application for the **Plasma 2024** conference, streamlining event management for **200+ attendees** Implemented real-time schedule updates, speaker details, and interactive Q&A features. <u>YouTube Link</u>

Projects

JATAYU - Women Safety App   <u>GitHub Repository</u>

- Built with **Flutter, Firebase, YOLO**, alerts police within **2 km** using Google Maps API.
- Integrated YOLO with RTSP for **30+ alerts/hour** using Geolocation API for real-time tracking.
- Ranked **top 25 teams** at SIH 2024; <u>Demo Link</u>

SmartSend - AI Email Scheduler   <u>GitHub Repository</u>

- Built using **Google Gemini API** and **Java Mail API** to automate **20 emails/day**.
- Developed in **Android Studio (Kotlin, XML)**, reducing scheduling time by **40%;** <u>Demo Link</u>

Hackathon Participation

- **NASA Space Apps Challenge**, *Nirma University, Selected as one of the top 10 teams from over 110+ participating teams.*
- **Smart India Hackathon (SIH)**, *PDEU, Selected among the top 25 teams from the college.*