

# Kunal Bhatt

Chicago, IL | +1 312-285-7731 | [bhattkunal04@gmail.com](mailto:bhattkunal04@gmail.com) | [LinkedIn](#) | [MyPortfolio](#)

## EDUCATION

<b>Illinois Institute of Technology, Chicago, IL</b>	<b>August 2023 - May 2025</b>
Master of Computer Science	(CGPA: 3.66/4.0)
<b>Thakur College of Engineering and Technology, Mumbai, India</b>	<b>August 2019 - July 2023</b>
Bachelor of Engineering in Computer Engineering	(CGPA: 9.32/10.0)

## TECHNICAL SKILLS

- Programming Languages:** Python, Java, JavaScript, R, C++, C#, C, SQL, Dart, HTML, CSS
- Frameworks & Libraries:** React Native, ReactJS, Angular, Flutter, .NET, Maui, Xamarin, NumPy, Pandas, Scikit-learn, NLTK
- Databases:** MySQL, Firebase, Postgres& SQLite
- Tools & Technologies:** Azure, AWS, Android Studio, Expo, Jira, Postman, Unity, Unreal Engine

## WORK EXPERIENCE

<b>STG Logistics, Chicago, IL</b>	<b>May 2024 - Present</b>
<i>Software Engineer</i>	
<ul style="list-style-type: none"><li>Modernized <b>STG mobile apps</b>; migrated to <b>React Native</b> from the legacy Xamarin codebase and replaced paid SDKs (e.g., ScanBot); reduced licensing spend by <b>\$60K/year</b> and adopted <b>Expo EAS</b> build to eliminate Mac-only build dependency and <b>streamline CI/CD</b>.</li><li>Spearheaded a <b>.NET MAUI migration (iOS/Android)</b>; insourced a 3-dev effort using <b>Clean Architecture + MVVM</b>; saved <b>\$40K</b> and deployed it <b>2 months</b> ahead of vendor estimates.</li><li>Enabled secure <b>BYOD</b> across the mobile portfolio by rebuilding <b>backend token flows</b>; eliminated most company-issued device needs, lowering <b>MDM/distribution costs</b> and speeding deployments.</li><li>Built, tested, and deployed <b>production STG mobile applications</b> for iOS and Android, managing signing, builds, and release workflows while improving reliability through debugging, performance profiling, and regression testing across devices.</li></ul>	

<b>Maitri &amp; Siya Group of Companies, Mumbai, India</b>	<b>December 2021 - January 2023</b>
<i>Web Developer</i>	
<ul style="list-style-type: none"><li>Launched an investor-facing website using <b>React + Material UI</b> with modular components, a responsive layout, and accessibility (<b>WCAG 2.1 AA</b>); drove a <b>33% increase</b> in new clients in Q2 2023.</li><li>Leveraged digital marketing to expand outreach, increasing social media engagement.</li></ul>	

## PROJECTS AND PUBLICATIONS

### Battleships - Multiplayer Game with RESTful API Integration

- Implemented a Flutter application interfacing with a RESTful service to play Battleships against human and AI opponents.
- Integrated user registration, login, and session management functionalities using HTTP requests.
- Developed interactive game boards for ship placement and gameplay, ensuring responsive design across different screen sizes.

### Momentum Madness - A Rolling Ball Game

- Designed and developed a 3D arcade game in Unity. The game features two levels, with the second offering an infinite high-score challenge.
- Utilized C# scripts for ball control and incorporated Unity features like box colliders and trail renderers. Programmed chase-down enemies that dynamically spawn at various locations on the map.
- Deployed the game locally, implementing WASD controls for Windows and a floating joystick for Android.

### Paul Octopus - Football Match Prediction System

- Assessed and predicted the result of upcoming football matches outcomes using data from the past 20 years.
- Conducted expansive research on algorithms and libraries for model development. Built a Multivariate Linear Regression model with a 71.66% accuracy.
- Authored and published [technical paper](#) for this project in Springer LNNS, vol 632, July 2022.

## EXTRACURRICULAR ACTIVITIES

- Creative Head, Computer Society of India's TCET (CSI-TCET) Chapter, 2021-2022
- Social Media Manager, TCET's Student Council (TSDW), 2021-2022
- 1st Prize Winner, Game Development Workshop, Multicon-W 2020