

# Kunal Bhatt

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## EDUCATION

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

## TECHNICAL SKILLS

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

## WORK EXPERIENCE

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| <b>STG Logistics, Chicago, IL</b><br><i>Software Engineer</i> | May 2024 - Present |
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- Delivered a Jira reporting web app; built an **Angular** dashboard powered by **Jira's REST APIs + JQL** and standardized JSON pipelines; **accelerated Scrum reporting** and stakeholder readouts with advanced filters, sorting, and charts.
- Spearheaded a **.NET MAUI migration (iOS/Android)**; insourced a 3-dev effort using **Clean Architecture + MVVM**; saved **\$40K** and deployed it **2 months** ahead of vendor estimates.
- Modernized **STG mobile apps**; migrated to **React Native** from the legacy Xamarin codebase and replaced paid SDKs (e.g., ScanBot); reduced licensing spend by **\$60K/year** and adopted **Expo EAS** build to eliminate Mac-only build dependency and **streamline CI/CD**.
- Enabled secure **BYOD** across the mobile portfolio by rebuilding **backend token flows**; eliminated most company-issued device needs, lowering **MDM/distribution costs** and speeding deployments.

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| <b>Maitri &amp; Siya Group of Companies, Mumbai, India</b> | December 2021 - January 2023 |
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- Web Developer*
- Launched an investor-facing website using **React + Material UI** with modular components, a responsive layout, and accessibility (**WCAG 2.1 AA**); drove a **33% increase** in new clients in Q2 2023.
  - Leveraged digital marketing to expand outreach, increasing social media engagement.

## PROJECTS AND PUBLICATIONS

### 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.

### 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.

## 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