Kunal Bhatt

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EDUCATION

Illinois Institute of Technology, Chicago, IL	**August 2023 - May 2025**
Master of Computer Science	*(CGPA: 3.66/4.0)*
Thakur College of Engineering and Technology, Mumbai, India	**August 2019 - July 2023**
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

STG Logistics, Chicago, IL   **May 2024 - Present**
Software Engineer

- 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**.
- 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.
- 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.
- Built, tested, and deployed **production STG mobile applications** for iOS and Android, managing signing, builds, and release workflows while improving reliability through debugging, performance profiling, and regression testing across devices.

Maitri & Siya Group of Companies, Mumbai, India   **December 2021 - January 2023**
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

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