

# MOHIT BHAVSAR

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## Technical Skills

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**Languages:** C/C++, C#, Java, Python, JavaScript, HTML/CSS

**Technologies & Frameworks:** React, Vanilla JS, Flask, SolidWorks, Figma, Git, Bootstrap, Arduino, Fusion 360

## Education

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### University of Waterloo

Sep. 2022 – Apr 2027

*Bachelor of Applied Science in Systems Design Engineering*

*Waterloo, Ontario*

## Experience

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### Volunteering Peel

March 2021 – April 2022

*Front-end Developer Intern*

*Mississauga, Ontario*

- Collaborated with **4 fast-paced, cross-functional design teams** and improved the company website using React.
- Optimized project delivery by 25% and designed functional, interactive prototypes using **Figma and Adobe XD**.
- Conducted user interviews and testing, debugged features to improve usability, and wrote clean code for peer review.
- Enhanced **SEO by 25%**, carried out market research and **collaborated with 5+ sponsors** for volunteering event logistics.

### SPARK

March 2021 – March 2022

*Project Co-Manager*

*Brampton, Ontario*

- Led 6+ management and technical teams from event conception through execution and deployment to increase efficiency measures of event planning, sponsorship agreement deals, and **marketing by 45%+**.
- Collaborated with **20+ sponsors** for hackathon and case competition support throughout the leadership position.
- Hosted global case competition and **successfully attracted 200+ participants**, 70 teams, 7 guest judges, and 3 workshops.

### Youth Culture Inc

July 2021 – July 2021

*UI/UX Developer*

*Remote, Canada*

- Designed a working prototype with a team of 5 using **Figma, Adobe XD, and Fusion 360**.
- Competed against 50+ interns to develop a web and mobile application to support an interactive learning environment.
- Worked closely and received **career-orientated mentorship** from current working **TD employees and professionals**.

## Projects

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### Cloud Xplore | CSS/HTML, Bootstrap, SaaS, JQuery, Vectary, EchoAR

- Developed an accessible website which enables satellite earth navigation modelling through **EchoAR and Vectary**.
- Implemented software components using **JavaScript** based on **3D processing** requirements and specifications.
- Employed **Sass and Material UI principles** to create visually appealing designs to attract user attention.

### 3D Audio Interactive Visualizer | Java, Processing, Figma

- Produced an interactive visualizer using **OOP, FFT and the Amplitude** library.
- Displayed **continuous digital rendering** and animations of soundbars.
- Fetched real-time data using **music API libraries** to match the bass and the beat of the song.

### Daily Work Tracker Application | Javascript, React, Bootstrap, CSS/HTML

- Created an efficient notes application using **CSS/HTML, React JS** for users to produce daily schedules, plan events, and list other important tasks.
- Integrated dark mode usability feature using the style components library.
- Improved **UX for 80% of users**.

## Leadership / Extracurricular

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### Waterloo Aerial Robotics Group

September 2022 – Present

*Computer Vision Team*

*University of Waterloo*

- Developed an image classifier using **Python and PyTorch** and implemented neural network principles.

### Waterloo Faculty of Engineering Ambassador

September 2022 – Present

*Future Recruitment Team*

*University of Waterloo*

- Hosted meetings with high school students to discuss personal qualifications, anecdote's, and undergraduate information regarding the engineering program.