

Bharat Monavarthi

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Education

BACHELOR OF ENGINEERING | BITS PILANI, DUBAI CAMPUS

- Electronics & Communication Engineering

BOARD OF INTERMEDIATE EDUCATION, ANDHRA PRADESH | FIITJEE, KUKATPALLI BRANCH

- Mathematics, Physics & Chemistry

CENTRAL BOARD OF SECONDARY EDUCATION | V.R.S & VIGNANA JYOTHI RESIDENTIAL SCHOOL

Skills & Abilities

JAVASCRIPT | REACT | ANGULAR | SQL DATABASES | GIT | LINUX | MICROSOFT AZURE |
HTML & CSS | PYTHON | DJANGO WEB FRAMEWORK

Experience

FRONTEND DEVELOPER | COGNIZANT | JUNE 2021 – PRESENT

- Worked as a contractor for Verizon.
- Worked on the UI and api integration for Sales2Go enterprise application, an application Verizon uses for its business clients to order internet and telecom services at an enterprise level.
- Worked on b360, an application for business owners to order communication devices and their respective service plans in bulk.

FRONTEND DEVELOPER | ZENSARK | APRIL 2017 – APRIL 2021

- Frontend user interface development using HTML, CSS and JavaScript.
- Worked on InterviewBuddy, a mock interview practice application.
- Worked on Hireeagles, a recruitment platform using async video interviews, using ReactJS where recruiters can view user resumes and schedule interviews with questions for different career paths and user can login and attend the interview, manage their resume and attend mock interviews.
- Worked on NGO Expense Tracker, a receipt and budget management platform for NGOs, using React Native and ReactJS.
- Worked on Return to Work dashboard, an analytics dashboard for companies wanting employees safely returning to work during COVID-19, using ReactJS where company managers can look at the analytics of employees that are safe to return to work or advised to stay at home based on the assessment result from a mobile app with cough recording which is analyzed by an AI and also view detailed report of an assessment with symptoms as mentioned by the user in the mobile app.
- Worked on new frontend for GAZT (General Authority of Zakat and Tax) Portal for the Kingdom of Saudi Arabia Government using Angular where residents of Saudi Arabia can file taxes online.

BACKEND DEVELOPER | EHAPl TECHNOLOGIES LLC | AUGUST 2016 – JANUARY 2017

- Used Django, a Python MVC (Model – View – Controller) framework to develop backend for web and mobile applications in a Linux environment.
- The main application stack consisted of Python Django Web Framework, Angular JS for front end and PostgreSQL database.
- Used RESTful API libraries to create endpoints in the backend for communication between the front end and back-end.
- Used JSON Web Tokens for email verification and password reset processes.
- Developed backend for a photo sharing platform where the client (A professional photo studio) uploads photos on to the platform and users can select the date and the event to download their photos.
- Developed the backend for an Investment application (Wireframes provided by the client) where a shareholder/company can upload their shares and interested investors can buy them online.
- Ported a CRM application to manage hotel maintenance tasks from Parse JS backend to a Django backend.
- Developed the backend for a Freelancer hiring platform where any freelancer can upload their profile and interested employers can hire them.

INTERNSHIP | SUJANA METAL PRODUCTS LTD | JUNE 2014 – AUGUST 2014

- Studied the company's supply chain management workflow used to manufacture and ship iron and steel construction materials.
- On-site study of the tracking process of materials.
- Made a detailed report on the barcode technology used by the company to track the materials.
- Also made a model of the existing process using IR tracking instead of barcode tracking.

Personal Projects

2D GAMES USING UNITY3D ENGINE

- Made 2d games using the unity3d engine.
- Developed an Arkanoid clone called Brick Breaker in which the player has to destroy bricks by directing a ball and Developed a Space Invaders clone called Laser Defender in which the player has to destroy enemy spaceships by shooting them while dodging enemy bullets.
- Developed a Plants vs Zombies clone called Glitch Garden using Sprite based and bone based 2d animations in which the player places attacking units to defend against incoming enemies in multiple lanes.
- <https://github.com/n00bMon/BlockBreaker>
- <https://github.com/n00bMon/LaserDefender>
- <https://github.com/n00bMon/GlitchGarden>

C++ TERMINAL GAME

- Made a word guessing game that runs in a terminal.
- The game is coded using unreal engine's coding standards.
- <https://github.com/n00bMon/BullCowGame>

LOCATION BASED REACT.JS WEATHER

- Developed a react web app that gets real-time weather for a location using OpeanWeather API.
- Used Express.JS for the backend and Foundation for the user interface.
- Hosted the app on Heroku.
- <https://github.com/n00bMon/ReactWeather>

APPLICATION OF QUANTUM DOT GATE NON VOLATILE MEMEORY IN IMAGE SEGMENTATAION

- Studied the functions of a quantum dot and how it relates to modern computing.
- Studied 'qbits' which have more phases than a binary bit.
- Specifically studied the implementation of existing digital image processing techniques using quantum dots instead of normal transistors.

Interests

TECHNOLOGY TRENDS | MUSIC | VIDEO GAMES