Heet Jivani

Msc - Information Technology

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Education

Dhirubhai Ambani University	July 2024 - Present
CPI: 6.72	*Gandhinagar, Gujarat*
V.P. And R.P.T.P. Science College (BCA)	2021 - 2024
CGPA: 8.65	*Anand, Gujarat*
P.P.Savani Vidhya Bhavan (GHSEB)	2020 - 2021
*Percentage:*78.61	*Surat, Gujarat*
Shri K. C. Kothari High School (GSEB)	2018 - 2019
*Percentage:*72	*Surat, Gujarat*

Experience

Dhirubhai Ambani University — May 2025 – July 2025

Flutter Developer Intern (Summer Internship – under Prof. Jayprakash Lalchanadni) — *Gandhinagar, Gujarat*

- Built a cross-platform mobile app using Flutter and Dart to manage student attendance efficiently.
- Utilized Supabase for backend development, including user authentication, RESTful APIs, and real-time database integration.
- Implemented features such as QR code scanning, geolocation-based check-ins (GPS), and multi-factor authentication for secure access.
- Followed MVVM architecture, applied clean code principles, and used Git for version control.

Projects

CampusQuest | *Flutter, Supabase*   ⌂

- Architected a campus app used by 50+ students and faculty to manage 30+ courses, notes, and events.
- Integrated Supabase for auth, role-based content delivery, and secure handling of 500+ file uploads.
- Deployed on Android and iOS with consistent performance and responsive UI across devices.

SmartTrack | *Flutter, Dart, Supabase, MVVM, Git, GPS, QR Code, Authentication*   ⌂

- Developed a cross-platform mobile app using Flutter and Dart for secure student attendance tracking with real-time database and authentication powered by Supabase.
- Implemented core features including QR code scanning, GPS-based location verification, and multi-factor authentication, following MVVM architecture and clean code principles.

Pixel Adventure | *Flutter, Flame, Tiled, Dart, Game Development, Cross-Platform, Collision Detect, Camera Systems, Optimization*⌂

- Engineered and developed a cross-platform 2D platformer game with tile-based levels, animated characters, collision detection, and responsive physics for an engaging player experience.
- Integrated Tiled map editor for scalable level design, implemented mobile (joystick/jump button) and desktop (keyboard) controls, and optimized performance with fixed-resolution camera for pixel-perfect rendering across devices.
- Designed and deployed core features including multiple playable characters, audio configuration, and asset preloading, ensuring high performance, responsive UI, and smooth gameplay across Android, iOS, web, and desktop platforms.

Technical Skills

Languages: Python, SQL, Dart, JavaScript
Business & Analytics Tools: Excel (Advanced), Google Sheets, Power BI, Tableau, Notion
Mobile & Backend Tools: Flutter, Firebase, Supabase, REST APIs
Developer Tools: Git, VS Code, Postman, Figma, Trello
Cloud/Databases: Firebase Firestore, Supabase, SQLite, AWS S3
Soft Skills: Analytical Thinking, Cross-functional Collaboration, Communication, Problem Solving, Adaptability
Coursework: Business Strategy, Data Analysis, Mobile App Development, DSA, DBMS, System Design
Areas of Interest: Business Strategy, Product Management, Data-Driven Growth, App Ecosystems, UX Optimization

Position Of Responsibility

Student Mentor   Jan 2021 - Present
Hari Saurabh Hostel, Bakrol, Anand

- Guided junior students in academics, campus life, and soft skills through regular mentorship sessions.

Achievements

- Achieved Flutter Development Boot camp Certification– Udemy

- Integrated Firebase Supabase

- Implemented REST API Integration

- Built Deployed 5+ Cross-Platform Apps