

Heet Jivani

Msc - Information Technology

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Education

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

Experience

Dhirubhai Ambani University Flutter Developer Intern (Summer Internship – under Prof. Jayprakash Lalchanadni)	May 2025 – July 2025 Gandhinagar, Gujarat
<ul style="list-style-type: none">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	🔗
<ul style="list-style-type: none">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	🔗
<ul style="list-style-type: none">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	🔗
<ul style="list-style-type: none">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** and **Supabase** in live project
- Implemented **REST API Integration**
- Built Deployed **5+ Cross-Platform Apps**