

MANTHAN BHATT

Software Developer

Avenel, NJ

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EDUCATION

Rutgers University, New Brunswick, New Jersey

Sept. '19 – May '23

Major: Computer Science with a focus on AI and Machine Learning

CGPA: 3.6/4.0, Dean's List for 5 semesters

SKILLS

Languages: Python, C, C++, Java, Dart, C#, HTML, CSS, JavaScript, MATLAB, MySQL

Tools: Flutter, React, Jekyll, Unity3D, Blender, Unreal Engine, AWS, Android Studio

RELEVANT EXPERIENCE

Research Assistant

May. '22 – Present

PRACSYS, Rutgers University, New Jersey

- Assisting in benchmarking using the ML4KP library for kinodynamic planners.
- Testing the DIRT algorithm against other state-of-the-art algorithms for comparing and potentially improving its performance on the established benchmarks.

Project lead | Flutter App Developer

Aug. '21 – Present

HackRU, Rutgers University, New Jersey

- Led the mobile development team for the cross-platform application used by 250+ participants, mentors, organizers, and sponsors at the Rutgers Hackathon.
- Implemented a QR scanning feature for a 30% faster check-in process.
- Expanded the cross-platform capabilities to web-browsers for ease-of-access.
- Added day-of features such as slack announcements, event schedule, map, etc.

PROJECTS

Cup Mix Up (ongoing)

- Cup Mix Up is a 3D digital version of the classic cup shuffle game to be made available soon on web and mobile platforms through the Google Play Store.
- Future plans involve adding global leaderboard, monetization, optimization, etc.
- Developed in Unity3D and programmed in C#

OneApp

- Application used for check-in and in-event activities at the HackRU hackathon.
- Deployed cross-platform on android, iOS, and web platforms.
- Developed using Flutter.

UPLY

- Mobile app created during HackHers2020 for hackathon attendees to network with the sponsors for job opportunities.
- Developed within 24 hours using Flutter, AR Core, and iCIMS API.
- Won first place in the category for creating an app using the iCIMS API.

More projects listed on my GitHub.