

# Meghaksh Brahmbhatt

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## EXPERIENCE

### INFOSYS LIMITED | SYSTEMS ENGINEER

June 2018 – April 2020 | Mysore, India

- Worked as part of the full-stack development team in Agile Scrum methodology and delivered accepted user stories in each sprint.
- Used Angular4 and TypeScript to develop reusable components, templates, and directives.
- Developed Java modules to implement business logic using Spring Boot.
- Created a build pipeline using Maven, SVN, Jenkins, and SonarQube.
- Analyzed and implemented complex business requirements in AR/VR/MR using state-of-the-art techniques and modern tools such as Unity3D, Vuforia, Wikitude, MRToolkit, and AFrame.
- Developed multiple cross platform applications using C# 5.0 and .Net Mono Framework.  
AR set-up box self-installation (Android), AR router instruction manual (Android), VR Infosys digital store (HTC Vive, WebGL), MR Infosys digital store (Hololens).

### THE MSU BARODA | STUDENT INTERN

May 2017 – May 2018 | Vadodara, India

- Designed and developed "Audit Management System" using C# 5.0, .NET Framework 4.5, ASP.NET MVC, and MS SQL Server (2014).
- Developed front-end layouts and pages using HTML5 and CSS3.
- Participated in database design. Built SQL queries, functions, and views. Implemented data access layer using ADO.NET.
- Conducted end-user training on the live application.

### MSU FOOTPRINTS | EVENT COORDINATOR

July 2014 - June 2018

- Worked as part of the web development team to develop an event website using HTML5, CSS3, jQuery, and JavaScript.
- Integrated third-party payment API to process payments using various digital methods.
- Designed fun and interactive hackathons for the computer science enthusiasts.
- Worked as part of the graphic design team to create event artifacts.

## PROJECTS

### AR ROUTER INSTRUCTION MANUAL | C#, UNITY3D, VUFORIA

Infosys Ltd.

- Led a team of three members to implement AR based instruction manual for telecom devices.
- Integrated with existing Vuforia chalk application for remote technical assistance.
- Project Link

### RISK DOMINATION GAME | JAVA, MVC, DESIGN PATTERNS, GRAPH ALGORITHMS

Concordia University

- Course project in Advanced Programming Practices to implement strategy board game using MVC architecture and various design patterns.
- Project Link

## SKILLS

### PROGRAMMING

Proficient:

C# • Java • HTML  
CSS • JavaScript

Experienced:

Typescript • Python • PL/SQL

Familiar:

C • C++

### LIBRARIES/Frameworks

.NET Framework • Spring Boot  
Angular • React • REST

### TOOLS/PLATFORMS/Engines

Git • Unity3D • ARCore • AEM  
MRToolkit • Jira • Maven

### TECHNICAL INTERESTS

Full-stack development,  
AR/VR/MR, Computer Vision,  
Progressive Web Apps

## EDUCATION

### CONCORDIA UNIVERSITY

MASTER'S IN APPLIED COMPUTER  
SCIENCE

Jan 2021 - Present | Montreal, Canada

Cum. GPA: 3.62 / 4.0

### THE MAHARAJA SAYAJIRAO UNIVERSITY OF BARODA

BACHELOR'S IN COMPUTER SCIENCE  
AND ENGINEERING

April 2018 | Vadodara, India

Cum. GPA: 3.7 / 4.0

## REFERENCES

**Vijayalakshmi K.**, Tech Lead,  
Infosys Ltd.

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University

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