

Sabesh Bharathi

Web Developer/iOS Developer, UI/UX Designer

An adept web/iOS developer architecting meaningful and elegant applications natively and on the web. Apple WWDC 2021 Swift Student Challenge Winner. Loves building quality products, with a robust feature-set while integrating a clean User Experience.

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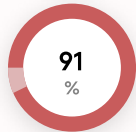
🌐 linkedin.com/in/sabeshbharathi

🐙 github.com/programVeins

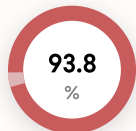
Education



B. Tech Information Technology
Sri Sivasubramaniya Nadar (SSN) College
of Engineering - Present



Higher Secondary Schooling
Alpha Matriculation Higher Secondary School
Batch of 2019



Secondary Schooling
Alpha Matriculation Higher Secondary School
Batch of 2017

Languages

English Full Professional Proficiency

Tamil Native Proficiency

Spanish Elementary Proficiency

French Elementary Proficiency

Skills/Tech Stack

Web Technologies

HTML CSS Javascript React JS
Python-Flask TailwindCSS Bootstrap
NextJS

iOS Development

Swift SwiftUI Xcode RealityKit
Reality Composer CoreML / CreateML ARKit

Design and Prototyping

Figma Adobe XD Adobe Illustrator
Sketch

Other technologies

NPM Packages Git/Github Heroku Docker
C/C++ Unix Shell - Bash/Zsh Agile Development

Competitive Programming

- ➡ First place in competitive coding contest by KCG College of Engineering (Twice) on August 2017 and August 2018.
- ➡ Runners up in problem solving event in EXLOG 2020 Event organized by SSN College's Math club on 22 February 2020
- ➡ Finalist in Codolympics 2021 held as a part of SSN College Techfest - 'Invente' on 22 January 2021 in partnership with Mr. Cooper

Projects

→ Ruby's Dilemma

My submission for **Apple's WWDC 2021 Student Swift Challenge** - **accepted by apple as a winner**. Built with XCode and SwiftUI, implementing frameworks like RealityKit and ARKit.

→ Property Portal

A **hackathon winning solution** that implements a blazingly fast search system to search through real estate. Built with Typesense, React Instantsearch, AWS EC2, DynamoDB, S3, SNS, Lambda, Reactstrap and lots of custom CSS.

→ Pandemic

A submission for **Apple's WWDC20 Swift Student Challenge**. Made with Xcode playgrounds and Swift using frameworks like AVFoundation.

→ CovidCam

CovidCam is a **hackathon winning iOS prototype** to trace community spread of the Covid-19 virus. It uses frameworks like MapKit and CoreLocation to trace user location at regular intervals.

→ Procollab

A simple **React-Flask app** made to link a static front-end to a Postgres DB. Aims to connect people looking for small paying jobs within the college amongst the students and the faculty. It was implemented for a DBMS project in my university.

→ SteamPunk

A quick project that was born out of desperation for a **VSCode theme**. Created a theme to suit my taste with a 'steampunk' vibe in within a day.

Experience / Achievements

2017



Head boy of High school (2018 - 2019), Cultural secretary of High school (2017 - 2019), led High school's coding club (2017 - 2019)

2020

May



Runners up in IEEE's Covid Move hackathon in March 2020 by building CovidCam, to trace community spread of the virus

June



Made a submission for Apple's WWDC20 Swift Student Challenge by making an Xcode Playgrounds Game on the Covid Pandemic

August



Designed and Developed a Full-Stack React-Flask app for Oneshot Affiliate to boost their affiliate marketing

October



Freelanced for The Art Industry to design and develop an e-commerce platform for their products with React-Flask

December



Freelanced for Vedanta Academy to create a kitchen utility web app for them with TailwindCSS - NextJS - Django

2021

May



Bagged the **first place** in IETE's Ease the Error 2.0 Hackathon in May 2021 by building Property Portal, an app to search through real estate, blazingly fast.

June



Became **Apple's WWDC21** Swift Student Challenge Winner with my winning submission, Ruby's Dilemma. Was interviewed by several news channels for the same.

August

Joined **Typesense** as an integrations intern, and built their swift client, a high level wrapper that enables typesense searches inside an iOS development environment