

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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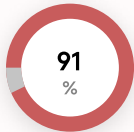
🌐 linkedin.com/in/sabeshbharathi

🐙 github.com/programVeins

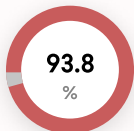
Education



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

- ➡ Finalist in Lateral Thinking - Problem solving / Competitive Coding contest held at SSN College of Engineering on 20 August 2019
- ➡ Secured third place in problem solving event in EXLOG 2020 Event organized by SSN College's Math club in 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 that got accepted. 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

- Secured a winning position in IEEE's Covid Move hackathon in March 2020 by building CovidCam, to trace community spread of the virus
- Made a submission for Apple's WWDC20 Swift Student Challenge by making an Xcode Playgrounds Game on the Covid Pandemic
- Designed and Developed a Full-Stack React-Flask app for Oneshot Affiliate to boost their affiliate marketing
- Freelanced for The Art Industry to design and develop an e-commerce platform for their products with React-Flask
- Freelanced for Vedanta Academy to create a kitchen utility web app for them with TailwindCSS - NextJS - Django
- 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.
- Started tech-blogging with some mentorship from the founders of Typesense, the search engine company.
- Became Apple's WWDC21 Swift Student Challenge Winner with my winning submission, Ruby's Dilemma. Was interviewed by Apple Press and NDTV Gadgets 360 for the same