

Virej Dasani

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Relevant Links: [LinkedIn](#) | [GitHub](#) | [YouTube](#)

Languages: C, Java, JavaScript, Python, MySQL, TypeScript, C#, Assembly, Swift, HTML & CSS, Haskell

Technologies: Node JS, React JS, Next JS, React Native, MongoDB, Firebase, Android SDK, Unity Game Engine (2D, 3D, VR, MR), Meta SDK, Unity Cloud, Electron JS, Tauri, Xcode, Linux, Git, BurpSuite, HardHat, PhotoShop, Figma, Final Cut Pro, Premier Pro

EDUCATION

University of Liverpool	2022-2025
BSc Computer Science	
Harvard University – CS50x	2020
Introduction to Computer Science, Android app development, Game development, Web development	

EXPERIENCE

Virtual Engineering Centre (VEC)	June 2024 - Present
<i>Software Engineer Intern</i>	
As a Summer Intern at VEC (which was then extended to a post-summer internship too), I work across a wide array of projects where I build VR & MR applications, and serious games, websites, use blockchain technology and more. I lead a lot of demos, for projects I developed, to companies including Rolls Royce, the NHS and more.	
University of Liverpool	March 2024 - Present
<i>Software Engineer</i>	
I am working under a senior lecturer at the University of Liverpool to make, from scratch, a coursework and student workload management tool which the university is now funding. I have complete control over all development decisions. The website is using the MERN stack and will be used by all students and faculty starting next year.	
YouTube Channel	December 2021 - Present
<i>Software developer, Content Creator, Video editor</i>	
I make YouTube videos on My YouTube channel: youtube.com/Virej/ , which has amassed over 3 Million views and 12,000+ Subscribers, where I comically share the development of my projects including apps, games, websites, my programming language, browser extensions, and much more.	
Deliveroo	September 2023 – September 2024
<i>Student Brand Ambassador</i>	
For the launch of ‘Deliveroo Students’, I did content creation to promote the launch on TikTok and was a representative of Deliveroo on the University of Liverpool campus.	
University of Liverpool	June 2023 – June 2024
<i>Student Ambassador</i>	
I was selected as one of the few student ambassadors for the Computer Science department at the University of Liverpool. For the university open days, I showed prospective students around campus, the computer science department and answered all their technical and non-technical queries.	
University of Liverpool Computer Science Society	September 2023 – September 2025
<i>President</i>	
As the elected President of CompSoc, the largest Computer Science society in Liverpool, I work with the committee to manage the running of the society, communicate with, and manage industry partners, manage social media accounts, plan for events like hackathons, industry talks, social nights and more.	

PROJECTS (I have developed hundreds of other projects; they are on my [GitHub](#))

Dailymoji | [Demo](#) | [Website](#) | [Github Code](#) | (JavaScript, React, Firebase, Chakra UI)

Dailymoji is a full-stack website and the easiest way to keep a journal.

Responsivize | [Demo](#) | [Website](#) | [Github Code](#) | (JavaScript, Electron JS, HTML, CSS)

Responsivize is an open-source, cross-platform, desktop app that is used to develop responsive websites!

Cuboidal Drift | [Demo](#) | [Website](#) | [Github Code](#) | [Google PlayStore](#) | (C#, Unity 3D, Google Play Suite, Android SDK)

Cuboidal Drift is a casual, open-source 3D indie game made with the Unity Game Engine