

Vybhav Achar Bhargav

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PROFESSIONAL EXPERIENCE

Edible Arrangements

Software Engineering Intern

June 2021 – Present

Novateur Inc

Lead Android Developer

October 2017 – September 2018 | Santa Cruz, CA, United States

- Created an application that allows students to meet others through events and experiences.
- Application built with **Kotlin** and **Java(Android Development)**
- **Amazon Web Services** used to handle backend calls. Firebase Database used to store user data.
- Worked with **Firebase Authentication** along with the **Twilio** API for secure authentication and phone number verification of users.
- Streamlined the processes of users meeting up by building in-app group messaging services with the **SendBird API**

PROJECTS

vybhavb

my personal website and blog. Built with **Bulma** and **Next.js** to use server side rendering

choreganizer

a centralized location for roommates to assign chores to each other. Used **Firebase** for the authentication and storage, **Next.js** for server side rendering and **Progressive Web App (PWA)** support which simulates the app to seem native on the major mobile platforms

Bandit Survival

Bandit Survival is a tile rogue based game where you play as a bandit who has to explore, find resources and defeat enemies. The game is built on a procedurally generated system where the level, enemies and weapons are personalized to the player.

whenu

a multi-platform application to access the menus of various dining halls and gives the user the option to find where and when a dish is served. Uses the open source menu-scrape api, **React** and **PWA** support

menu-scrape

an open-source automated dining hall menu scraper to efficiently scrape, store and deliver data from various universities. Built using **Cheerio.js** to scrape the web pages, hosted on Zeit's **Vercel** platform, **Redis** to store data along with **Amazon Web Services** to automate daily menu retrieval

RESEARCH

Augmented/Virtual Reality Flight Based Multiplayer Games

- Building an augmented and virtual reality based gaming system that emulates the game world in real life.
- The games are built using the **Unity Game Engine** and in **C#** and multiplayer is handled by a realtime networking engine
- We built a system that allows the quadcopter stream video information through the onboard cameras into the game.
- The quadcopter sends data relating to quadrants to help localize where the quadcopter is in the game space and relates it to the real world

EDUCATION

Univeristy Of California, Davis

M.S. Computer Science

2020 – Present | Davis, USA

University of California, Santa Cruz

B.S. Computer Science

2017 – 2020

Santa Cruz, CA, USA

SKILLS

TypeScript/Javascript

Node.js, React, Next, Cherrio, Vue, Flutter, React Native, Electron, Light.js, Progressive Web Apps, Express

Python

flask, opencv, py4web, plotly, pandas, numpy

Java

Kotlin, Selenium, Android app development

C/C++

System design

Web

HTML, CSS, SCSS/SASS, PHP, Ruby(on Rails)

Database Systems

MySQL, PostgreSQL, DynamoDB

Firebase

Firebase Auth, Realtime Database, Firestore, Cloud Functions

Git, CI/CD

Git, Circle CI, Netlify, Github/Gitlab CI

Assembly

Risc-V, MIPS, Intel x86

Misc

Linux, ZSH, AWS, Bash, Heroku, Docker

Interests

NLP, NEAT, CTF's, Network Security, Security, ML, AI, Photography