Vybhav Achar Bhargav

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Skills

Frontend (Next.js, React, TypeScript, Redux, Vue.js, GraphQL)

Backend (TypeScript, Node.js, Express, Nest.js, GraphQL, Python, Flask, Java)

Tools (Azure, Git, Circle/Github CI, Linux, Bash/ZSH, Docker, Jest, Cypress)

Interests (Security, CTF's, Distributed Systems, Go, Rust, Automation, Photography, Coffee)

Work Experience

Edible Arrangements, Full Stack Software Engineer   September 2021 – Present
- Optimizing content delivery and decreasing asset load times by 30% by distribute assets across Content delivery networks
- Re-platforming existing E-Commerce website, increasing SEO performance and decreasing overhead in manage current legacy solution

Edible Arrangements, Software Engineering Intern   June 2021 – September 2021
- Introduced an all-in-one platform to streamline the process from receiving an order to fulfilling the order to the customer and easing supply chain restrictions
- Mitigated upwards of $300k worth of losses from completion of inaccurate deliveries

Novateur Inc, Software Engineering Intern   October 2017 – September 2018
- Collaborated with the CTO to build a college student crowd-sourced meetup application with over 500 daily active users
- Streamlined the process for user meetup by deploying in-app group messaging, increasing user created events by an average of 5 events per user
- Implemented an event recommendation engine to allow users to quickly setup events between each other

Education

University Of California Davis,   March 2022
Masters of Science in Computer Science

University of California Santa Cruz,   June 2020
Bachelors of Science in Computer Science

Research

Extended Reality Flight Based Games, Prof Nelson Max
- Led a team of 5 graduate students to build an AR/VR based autonomous quadcopter system
- Programmed a drag-and-drop system to reduce time to build new games by 40% (C#, Unity Game Engine)
- Overhauled existing realtime video encoding engine; improving video transmission from 24fps to 60fps
- Implemented, wrote and edited the first informational manual; new researchers were able to get started building games up to 3 weeks earlier; now used to get any new graduate student up to speed

Projects

UCrypton
crypto-uc.vercel.app ⬈
- Created a payment application to increase transparency about transactions throughout the University Of California System
- Designed a fast, secure and type safe REST API to create wallets and create transactions on the Cardano blockchain

Choreganizer
choreganizer.netlify.app ⬈
- Designed, architected and distributed a web based application to gamify the incentive to complete chores.