Vybhav Achar Bhargav

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💼 WORK EXPERIENCE

Edible Arrangements   September 2021 – Present
Full Stack Software Engineer   Remote, US
- Optimizing content delivery and decreasing asset load times by over **30%** during peak shopping hours across Edible by distributing asset content.
- Re-platforming existing E-Commerce website with **React**, **Typescript** and **Material UI**.

Edible Arrangements   June 2021 – September 2021
Software Engineering Intern   Atlanta, GA, United States
- 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 ristrictions.
- Mitigated upwards of **$300,000** worth of losses from completion of inaccurate deliveries.
- Developed a real-time order monitoring service in **Nest.js** and **TypeScript** along with a front end dashboard with **Next.js**, **Redux** and **Material UI** to ease order fulfillment in store.
- Collaborated with in store teams through in person store visits.

Novateur Inc   October 2017 – September 2018
Software Engineering Intern   Santa Cruz, CA, United States
- Collaborated with the CTO to deploy an Android application using **Kotlin** and **Java**.
- Streamlined the process for user meetup by deploying in-app group messaging on the **SendBird API**.
- Implemented an event suggestions solution to allow users to quickly setup events between each other.
- Used the **Firebase** ecosystem along with **Twilio** for data storage and authentication.

🎓 EDUCATION

University Of California Davis   September 2020 – March 2022
Masters of Science in Computer Science   Davis, CA, USA
- GPA: 3.83/4.0

University of California Santa Cruz   September 2017 – June 2020
Bachelors of Science in Computer Science   Santa Cruz, CA, USA

📑 RESEARCH

Extended Reality Flight Based Games
Prof Nelson Max
- Facilitated a team of 6 graduate students to build an AR/VR based autonomous quadcopter system.
- Programmed a drag and drop system using the **Unity Game Engine** and **C#** to optimize the delivery time of new games.
- Devised a realtime networking engine in **Python** to transmit encoded video data from a flying quadcopter inside the **Unity Game Engine**.

🗂 PROJECTS

UCrypton Cardano Wallet Wrapper
- A fast and safe system to expose simple **REST** endpoints to create wallets and create transactions on the Cardano blockchain.
- Written in **Typescript** and integrated with an existing Cardano wallet node.

UCrypton
crypto-uc.vercel.app ⤢
- A next generation proof-of-stake based payment method to allow for greater transparency across the UC System.
- Built using **React**, **Chakra UI**, **Blockfrost**, **Firebase** and the **Cardano Blockchain**.

Choreganizer
choreganizer.netlify.app ⤢
- 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.