Vybhav Achar Bhargav

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PROFESSIONAL EXPERIENCE

Edible Arrangements
Full Stack Software Engineer
September 2021 – Present | 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
Software Engineering Intern
June 2021 – September 2021 | 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
Software Engineer
October 2017 – September 2018 | Santa Cruz, CA, United States
- Lead a team of engineers to create an android application built on **Kotlin** and **Java**.
- Streamlined the process for user meetup by deploying in-app group messaging on the **SendBird API**
- Created dynamic event suggestions solution to allow users to quickly setup events between each other.
- Used the **Firebase** ecosystem along with **Twilio** for data storage and auth

PROJECTS

UCrypton Cardano Wallet Wrapper
A fast and safe system to expose simple REST endpoints built in **Typescript** to create wallets and create transactions on 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 on **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.

Bandit Survival
github.com/vybhavb/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.

EDUCATION

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

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

SKILLS

Frontend
Next.js, React, TypeScript, Javascript, Redux, Vue.js

Backend
TypeScript, Javascript, Node.js, Express, Nest.js, Light.js, Python, Flask

Database Systems
MSSQL, PostgreSQL, MongoDB, GraphQL, CosmosDB

Java
Kotlin, Selenium, Android development

Firebase
Firebase Auth, Realtime Database, Firestore, Cloud Functions

Tooling
Azure, Git, Circle CI, Netlify, Github/Gitlab CI, Linux, ZSH, AWS, Bash, Heroku, Docker

Interests
Network Security, Security, CTF's, Distributed Systems, Photography, Coffee

PUBLICATIONS

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