# Vybhav Achar Bhargav

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### PROFESSIONAL EXPERIENCE

# **Edible Arrangements**

Software Engineering Intern

June 2021 – Present | Atlanta, GA, United States

- Created an all in one platform to streamline the process from receiving an order to fulfilling the order to the customer.
- Built a realtime order tracking system to serve thousand concurrent stores across the United States.
- Use Nest.js and TypeScript to run a realtime Websocket server and setup a Next.js app communicates through both SSR and CSR to show order updates.
- Consulted with many field teams to understand the requirements for a dashboard of such massive scale.
- Reduced majority of company losses that occur from an incorrectly completed delivery.

# 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
- 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**

# 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

## **PROJECTS**

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.

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

### **EDUCATION**

University Of California, Davis

M.S. Computer Science 2020 - Present Davis, CA, USA

University of California, Santa Cruz

B.S. Computer Science 2017 - 2020 Santa Cruz, CA, USA

# SKILLS

TypeScript/Javascript

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

Python

Flask, OpenCV, Py4web, Plotly, Pandas, Numpy

Kotlin, Selenium, Android app development

C/C++

System design

HTML, CSS, SCSS/SASS

**Database Systems** 

MySQL, PostgreSQL, MongoDB, GraphQL, CosmosDB

Firebase

Firebase Auth, Realtime Database, Firestore, Cloud Functions

Git, CI/CD

Git, Circle CI, Netlify, Github/Gitlab CI

Assembly

Risc-V, MIPS, Intel x86

Linux, ZSH, AWS, Bash, Heroku, Docker

Interests

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

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