

# 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.
- Developed 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 introduced a **Next.js** app with **SSR** to show relevant order updates
- Collaborated with 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 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**

## 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

### 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

## 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.js, React, Next.js, Nest.js, Redux, Jest, Vue, 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

### 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

### Misc

Linux, ZSH, AWS, Bash, Heroku, Docker

### Interests

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