Vybhav Achar Bhargav

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Work Experience

Tiktok, *UI Software Engineer*   April 2022 – Present
- Develop and maintain components and features for the Effect House app, a platform that enables creators to build effects for TikTok's community of over 1 billion users
- Contributed to the successful launch of the Effect House app with over 5K DAU and over 5 Million Effects Published
- Spearheaded the UI development efforts for the Effect House tool, collaborating with cross-functional teams to translate business features into impactful and user-friendly interfaces using **TypeScript** and **React**.
- Supported the fast-growing effect creator community and internal effect production team, providing technical guidance and collaborating to bring their creative visions to life.

Edible Arrangements, *Software Engineering Intern*   June 2021 – March 2022
- 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
- Optimizing content delivery and decreasing asset load times by 30% by distribute assets across Content delivery networks

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.

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 **AWS Lambda** to automate daily menu retrieval

Education

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

University of California Santa Cruz,   June 2020 | Santa Cruz, CA, USA
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
- 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