

EDUCATION

May 2020

CARNEGIE MELLON UNIVERSITY

GPA **3.8**/4.0 (Dean's List)

Bachelor of Science in Computer Science, Minors in Game Design and Systems Engineering

Interests

Distributed Systems | Computer Graphics | Game Development

EXPERIENCE

Summer 2019

MICROSOFT, Software Engineering Intern, Redmond, WA

- Implemented new features in React and Redux for the Windows Calendar on the Outlook team.
- Lead the initiative to add context menu XAML control support in React Native for Windows and contributed code to the open source project.

Summer 2018

BUNGIE, Software Engineering Intern, Bellevue, WA

- Authored several new tools to allow for designers to add new item categorization features in Destiny 2.
- Implemented an import system for designer data and a script to automatically tag existing items.
- Shipped bug fixes to millions of players and worked in a large C++ and C# codebase.

Fall 2019

CARNEGIE MELLON UNIVERSITY, Teaching Assistant, Pittsburgh, PA

Distributed Systems (15-440/640)

- Developing a new student homework project in Go and teaching recitations for a graduate level course.

Fall 17, 18

Mathematical Foundations of Computer Science (15-151)

Spring 17, 18

Principles of Computing (15-110)

2014 - 2017

E-COLLECT, Founder, Mumbai

- Established a non-profit to collect local electronic waste and to ensure its safe disposal.
- Partnered with an NGO, E-Incarnation, and have successfully recycled over a ton of toxic material.

Summer 2016

FUSION ENGINEERING, iOS Development Intern, Mumbai

- Prototyped a location journaling iOS application in Swift.
- Tested various location tracking technologies to make the application power and resource efficient.

<https://visits.app>

PROJECTS

Spring 2019

TO ARMS, Programmer and Designer

- An Immersive VR Tower Defence Game where you can dive into the towers and fight off waves.
- Built in Unity for Windows Mixed Reality devices by a team of four.

<https://github.com/vidhartbhatia/CastleVR>

Fall 2018

LEMMINGS IN VR, Programmer and Designer

- A VR reimagining of the classic puzzle game where you assigned jobs to lemmings to solve 3D puzzles.
- Built in Unity for the HTC Vive by a team of five.

<https://github.com/vidhartbhatia/lemmingsVR>

Sept. 2016

BOB'S RAMEN, Programmer, HackCMU 2016

Winner, Microsoft Award

- Collaborated with a team of four to build an Internet connected automated Ramen cooker in 24 hours.
- Designed and developed an iOS application to control the device.
- Built the main device with a Wi-Fi enabled microcontroller, cardboard and plenty of duct tape.

<https://github.com/vidhartbhatia/BOBS-ramen>

LANGUAGES AND TECHNOLOGY

C++, Java, C, Go, Python, C#, SML, TypeScript, Unity3D, React, Redux