

# Hritish Mahajan | Software Engineer Intern

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## Education

**Bachelor of Science, Computing & Information Technologies** GPA: 3.87/4.00

**Aug 2021 - May 2025**

*Rochester Institute of Technology*

*Rochester, NY*

**Minor:** Software Engineering

**Courses:** Software Development & Problem Solving, Java Object Oriented Programming, Web Applications, Engineering Secure Software, Task Automation, Database & Data Modeling, Systems Administration

**Activities:** Vice President - RITD Chess Club (Fall 2022 - Spring 2023), Graphic Designer - RITD Gaming Club (Fall 2021 - 22)

**Honors:** Dean's List from Fall 2021 - Present

## Technical Skills

**Programming Languages:** Python, Java, JavaScript, TypeScript, C++, C#, Dart, HTML, CSS, PHP, SQL, Shell Script

**Frameworks:** Angular, React, Flutter, Node.js, Next.js, NumPy, Pandas, JQuery, Flask, Spring Boot, Selenium, JUnit Testing

**Technologies:** Git, AWS, REST APIs, Docker, Firebase / Firestore, CI/CD (GitLab, GitHub Actions), Web Automation, Linux

## Work Experience

**Software Engineer Intern**

*Unity Infotech*

**May 2023 – Aug 2023**

*Dubai, U.A.E.*

Full-stack development on a corporate banking app for a private bank in Dubai, and an online shopping app.

- Engaged in the development of a **corporate banking application** for a major private bank in Dubai, utilizing **Flutter** for the frontend, **.NET Core** for the backend, and **SQL Server** for the database. Demonstrated expertise in dynamically displaying and changing user information within the application. (**Flutter, .NET Core (C#), SQL Server**)
- Played a pivotal role in an online grocery app project (different team) using **Flutter**, addressing challenges related to **cross-platform** functionality. Interacted with **Google Cloud APIs** for **geolocation/geotagging**, helped port the app to the web, and improved performance by refactoring, **reducing load times by up to 40%**. (**Flutter Web, Google Cloud**)
- Gained valuable insights into the Software Development Life Cycle and deployment process through hands-on experience with **CI/CD, containerization, and Amazon Web Services**, enhancing proficiency in delivering robust and scalable solutions.

## Projects

**Calorify E-Store** - *Angular, TypeScript, Java Spring, JSON* [Github](#)

**Sept 2022 – Dec 2022**

- Created a **full stack** e-store application that lets customers order highly **personalized** healthy food according to the **calories** they want to consume as well as other filters and **customised food items**.
- Utilized various web frameworks and technologies such as **Angular** for the front-end and **Java Spring Boot** for the back-end, making a **REST API** and serializing and deserializing **JSON** for storing data.
- Led a team of 5 in a semester-long group project, organized meetings, delegated tasks, helped teammates debug, etc, following **Agile** methodology and Software Engineering principles such as **Scrum** and **OpenUp**.

**Minima (RPG)** - *Godot Engine, GDScript* [GitHub](#) [Itch.io](#)

**Feb 2022 - Mar 2022**

- Led & Coordinated the completion of a working demo of Minima, a post-apocalyptic **top-down RPG** game and **won third place** in the HP Gaming Garage Sustainability Hackathon 2022.
- Programmed major aspects of the game such as **scripting, graphics and sound design** while learning the open-source game engine **Godot** and **GDScript** in a time constraint of **two days**.

**Spotistats** - *React, Spotify API, Vite, Chart.js* [GitHub](#) [Website](#)

**Dec 2022 - Feb 2023**

- Designed and Deployed a **React** app that uses the **Spotify API** to display your most played Spotify artists and tracks over different time ranges and other filters and **presents them in a chart** to help you **visualize your music listening** using **Chart.js**.