

Bhavesh Ghade

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Experience

RahiiGo Limited Liability Partnership

Mar 2026 – Ongoing

Junior Software Developer

Hybrid

- Integrated **Google Maps SDK** for **live location tracking**, route visualization, and navigation between driver and passenger.
- Developed features for **ride booking, fare estimation, driver matching, and trip status updates**.
- Implemented a **Kalman Filter-based location smoothing algorithm** with bearing-based marker rotation for smooth real-time vehicle tracking, delivering a Google Maps/Rapido-like experience.

Wiseco Systems Private Limited

July 2025 – Mar 2026

Flutter Developer Intern

Remote

- Implemented real-time live video streaming using Agora SDK, enabling low-latency and scalable live sessions.
- Implemented and managed a **Vector Database** to support high-dimensional data queries.
- Developed and integrated a **Pinecone-based Recommendation System** to deliver personalized user experiences.

WireCraft Labs

Feb 2025 – May 2025

SDE Intern

Remote

- Built and deployed a full-stack website using **Next.js** for product display and purchase.
- Handled backend APIs with **MongoDB**, tested and managed endpoints using Postman.
- Built and maintained an **Admin Panel** using **Retool** for efficient product and user management

Projects

QZone | Flutter, Node.js, Socket.io, Supabase | Playstore

- Designed and developed a real-time multiplayer quiz game app.
- Implemented real-time player updates using Socket.io, handling join/leave events and live quiz flow.
- Published on Google Play Store and achieved **1K+ downloads**.

The Journal Diary | Dart, Flutter, Firebase | Playstore

- Built a diary application enabling users to create, edit, and manage daily journal entries with structured date-based organization.
- Optimized the application for smooth performance and responsive design, delivering a seamless experience across different devices.
- Published on Google Play Store and achieved **100+ downloads**.

Level Come Again: Troll Game | Godot, GDScript | Playstore

- Developed a 2D troll/platformer game with challenging traps and levels.
- Implemented player controls, game logic, level progression, and collision handling.
- Published as a ₹30 paid game on Google Play Store with **1k+ downloads**.

ARoomify | Flutter, Firebase, ARCore, Razorpay | GitHub | Demo

- Developed a mobile E-commerce application with integrated Augmented Reality (AR) to visualize products in the real-world environment using ARCore.
- Integrated Razorpay Payment Gateway for seamless and secure checkout process.
- Designed an intuitive UI and smooth user experience, allowing real-time AR product placement, zoom, rotate, and scale features.

Technical Skills

Languages: Dart, JavaScript, TypeScript, Java, C# , Python

Backend: Node.js, Express.js, Socket.io

Frontend: ReactJS, Next JS, Flutter, TailwindCSS

Database: MongoDB, SQL, PostgreSQL, Firebase

Tools: GitHub, Git

Game Development: Godot Engine

Education

VIVA Institute of Technology (Mumbai University)

2023 – 2026

Bachelor of Engineering in Computer Engineering

7.5 CGPA

Pravin Patil Diploma College (MSBTE Board)

2020 – 2023

Computer Engineering

82%