

Dhrishaj Garg

Manchester, UK | dhrishaj.garg@gmail.com | 07435 379324 | [linkedin.com/in/dhrishaj-garg](https://www.linkedin.com/in/dhrishaj-garg) | github.com/DhrishajG

Education

University of Manchester, BSc (Hons) in Computer Science with Industrial Experience

Sep 2021 – Jun 2025

- Graduated with First Class Honours (1:1)
- Awarded the **Stellify Award**, the University's most prestigious extracurricular recognition for exceptional leadership, social responsibility, and community impact

Experience

Full Stack Developer, Cantarus (cantarus.com) – Manchester, UK

Jul 2023 – present

- Built and launched 2 React Native (TypeScript) apps from the ground up, including the **FMB App**, shortlisted for the *Trade Association Forum Awards* and attracting 22,500+ monthly users
- Engineered the Jobs Board module with GraphQL + .NET connectors, adopted by 25% of client apps and driving product sales
- Designed and delivered React + GraphQL dashboard features, now integrated into 90% of apps and contributing to service revenue
- Contributed to the frontend redesign of the **MyNotts** app, where 80% of surveyed users reported a positive experience
- Used Docker for containerised local development, ensuring consistent environments across the team
- Delivered features, bug fixes, and optimisations across 11+ MemConnect apps in Agile sprints

Software Intern, Smartech Global Solutions Ltd. – Mumbai, India

Jun 2022 – Aug 2022

- Awarded **Best Intern** for outstanding performance and contribution across multiple projects
- Designed wireframes for 4 projects, improving clarity for stakeholders and accelerating development
- Led product and design research by evaluating APIs, delivering comparative reports to support decision-making
- Managed third-party service providers, negotiating discounted costs, and coordinated the development of two projects

Projects

Algorithmic Approach to Ambulance Routing | Python, SUMO, OpenStreetMaps, NetworkX

- Developed a novel hybrid A* + Ant Colony Optimisation algorithm for dynamic, congestion-aware ambulance routing, integrating pheromone reinforcement into heuristic search
- Represented road networks as graphs using NetworkX, enabling efficient pathfinding and real-time updates
- Validated by designing realistic SUMO traffic simulations on real-world Kyoto maps, where the hybrid consistently outperformed Dijkstra and vanilla A*, reducing average response times and improving success rates under variable traffic conditions

Tails of Time | Python, Streamlit, OpenAI GPT, Web Scraping

- Won **'Best Use of Streamlit'** at GreatUniHack2024 among 50+ projects
- Built an interactive app using Streamlit that visualises the evolutionary journey of animals with timelines, maps, mood indicators, and summaries through web scraping and GenAI
- Integrated OpenAI Swarm and prompt engineering to enable conversational Q&A with evolutionary stages

Stendhal (Open Source MMORPG) | Java, Jenkins, Git

- Contributed new gameplay features and bug fixes to a large-scale, community-driven codebase
- Collaborated in a team of 7 developers to enhance a legacy codebase, gaining hands-on experience with open-source workflows, version control, and continuous integration

Skills

Experience with: TypeScript, JavaScript, Python, C#, React Native, React, .NET, Docker, GraphQL, MySQL, Git, Agile/Scrum, PHP, Streamlit, Tableau, Three.js, SUMO, Prompt Engineering (OpenAI), Data Visualisation

Position of Responsibility

Treasurer – University of Manchester Tango Society

Sep 2024 – Jul 2025

- Increased society revenue by 70% while managing finances, including teacher payments, donations, and cash flow
- Organised community events (milongas) and supported lessons, contributing to society growth and engagement in the wider Manchester tango community

Logistics Team Lead – GreatUniHack (GUH23)

Jul 2023 – Oct 2023

- Managed logistics and budget of £19,000 for a 2-day event with ~200 participants, overseeing venues, food vendors, prizes, and merchandise
- Led a 14-member logistics team, ensuring smooth execution of operations across the event

Events Officer – University of Manchester Computer Science Society (unicsmcr.com)

Sep 2022 – Jul 2023

- Organised 20 events in 9 months on a limited budget when the society was in debt, increasing society engagement by 70% compared to the previous year