

Dhairya Bhatt

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EDUCATION

Queen's University Belfast | BSc Mathematics and Computer Science

Sep 2025 – Jun 2028 (expected)

- Year 1 result: 80.7% (First Class), 120 credits. Best modules: Algorithmic Thinking (91), Mathematical Reasoning (90)
- Year 2: Data Structures & Algorithms, Theory of Computation, AI & Machine Learning, Linear Algebra, Simulation and Modelling
- Queen's Excellence Scholarship: £3,500 (Year 1) and £3,000 (Year 2)

ASIS Group of Schools, India | CBSE Senior School Certificate

2025

- Class 12: 93% (2025) · Class 10: 94.4% (2023)

EXPERIENCE

Team Member | Greggs

Dec 2025 – Present (excl. Jun–Aug 2026)

- Work morning breakfast rush shifts, upselling to high volumes of customers at speed under time pressure; named Employee of the Month three times.

PROJECTS

Pathfinding Visualizer | [Typescript, JavaScript, HTML/CSS] · no algorithm libraries

pathfinding.dhairyabhatt.me

- Implemented BFS, DFS, Dijkstra and A* from scratch in vanilla JavaScript, on a custom binary min-heap priority queue ($O(E \log V)$).
- Added weighted terrain (mud, cost 5), recursive-backtracker maze generation and 60fps animation; a live comparison table reports nodes visited, path length, cost and compute time per algorithm on the same board.

The Graticule | Student journal website · [Typescript, HTML, CSS], GitHub Pages

dhairya-bhatt.github.io/the-graticule

- Designed, built and deployed the website for QUB Geography Society's student journal; migrated 47 articles from the old site and mapped them to the new one.
- Built an admin portal so the editor can add and edit journal entries through a front-end form.

QUB GeoGuessr | Full-stack campus game

In development

- Building a campus-only GeoGuessr from my own photos: custom map, @qub.ac.uk-verified sign-up, distance-decay scoring and an Elo-based player rating.

More projects and write-ups at dhairyabhatt.me

LEADERSHIP AND VOLUNTEERING

Secretary, QUB Geography Society

Jul 2026 – Present

- Secured a £620 university grant for events; grew membership to 130 and ran a pub crawl for 96 participants.

Maths Mentor (Volunteer), Queen's University Belfast

Sep 2026 – Present

- Peer-mentor students in applied mathematics, breaking complex questions into clear explanations and building confidence in independent problem-solving.

Course Representative (Volunteer), Mathematics & Computer Science, QUB

Sep 2025 – Present

- Resolved a timetable clash between Maths Mentor sessions and a CS class by liaising with both departments to secure course mates an alternative slot
- Main feedback channel between staff and students through a curriculum transition year of module changes; organised study sessions and social nights for cohort cohesion.

Organiser, Bhavnagar Maths Competition

2021 – 2024

- Ran the city's largest maths competition for three consecutive years (500+ students, Classes 3–10 each year); wrote the papers for every class and ran it as a non-profit, with all entry fees going to prizes and logistics.
- Built a digital registration system with Python automation, Google Forms and Sheets, issuing every candidate an individual exam-style pass.

TECHNICAL SKILLS

Languages: Python, Java, C++, Typescript, JavaScript, React, Flutter, SQL

Tools: Git and GitHub, Docker, GitHub Actions, Jupyter Notebook, VS Code, AI Based Code Editors

Maths and data: Mathematical modelling, simulation, applied mathematics, NumPy, pandas, Excel

PUBLICATION, CERTIFICATIONS AND ACHIEVEMENTS

Author, All About Maths | Sparsh Publishers

Oct 2020

- Wrote a book at 13 and raised ₹160,000 (~£1683) by crowdfunding to publish and print 1,200 copies; available on Amazon and as an eBook on Google Play Books
- Donated the sales proceeds to local school funding, in instalments as copies sold

Certifications:

- CS50x: Introduction to Computer Science, GitHub Foundations, AWS Cloud Practitioner, IBM Data Science/Analyst

Activities: QUB Computing Society, Data & AI Society, Physics and Maths Society, Motorsport Club, Badminton Club, Football Club

Languages: English, Hindi, Gujarati