Abhijit Panchal

✉ abhijit.panchal2406@gmail.com   📞 7694050633   in abhijit-panchal   ⌨ Abhi-j   📍 Ujjain, India

PROFESSIONAL EXPERIENCE

Software Developer Intern, *Think Real Software Solutions*　　　　10/2021 – present
Banglore, India
- Implemented features in Wagon Basket web application using React.js and GraphQL. Resolved bugs in Wagon Basket.
- Worked in team Knock Knock and implemented features in society management android app using Java, XML and Retrofit.
- Prepared test cases, identified bugs and debugged the society management app and submitted reports.
- Interacted with UI/UX designer, frontend and backend developer.
- Good exposure to android architecture and team collaboration on Bitbucket and learnt development process.

UI Designer, *Top Trove Foundation* (*NGO*)　　　　08/2021 – 10/2021
India
- Designed the user interface for the Peer Power Club android app using Figma
- Designed the user flow and user interface for Tezz app
- Lead the frontend developers to design the app
- Collaborated with teammates, frontend and backend developers to deliver valuable features meeting business and customer needs.

Associate Web developer, *D-Garage*　　　　04/2021 – 06/2021
Ujjain, India
- Planned website development, designed mock-ups using Figma and converted them into usable web presence with React.Js and Bootstrap.
- Collaborated with team members.

EDUCATION

BTech in Computer Science and Engineering, *Avantika University*　　　　06/2019 – present
CGPA: 7.2 / 10.0
Ujjain, India

SKILLS

React.js　　　●●●○○
JavaScript　　　●●●○○
UI/UX design
Figma, Axure
Flutter　　　●●○○○

Java　　　●●●○○
Android Development, Fireabse, Retrofit
C++　　　●●●○○
Tools　　　●●●○
Tableau, Git, Bitbucket

PROJECTS

Brickball, *Engineering + Design collab project*　　　　04/2022 – 05/2022
- Brickball is an inter-disciplinary project, ideated a interactive game activity with game and console integrated with Arduino.
- The game designed is to reduce stress during work in life of employees in corporates.
- The interface of game is designed on Unity game development software, the physical model is designed on AutoCAD and the interaction of interface and model is done using Arduino Mega.

CareFit, *Android application* 🔗　　　　04/2021 – 05/2021
- CareFit is an application focuses on building a healthy lifestyle for people.
- The app focuses on mental as well as physical health of people by providing them doctors, trainers, guides and diet blogs.
- Learnt to use Android SDK, Figma, PHP and 000webhosting.

Melophile 🔗　　　　02/2021 – 02/2021
- Melophile is a music streaming web application with modern user interface design for music listeners which allows user to listen and download songs.
- Developed with React.js and designed on Figma.
- Deployed the web application on Vercel.

COURSES

React.js Essential Training, *LinkedIn* 🔗

React.js Building an Interface, *LinkedIn* 🔗

ORGANISATIONS

Google Developer Student Club, *Member*   10/2020 – 10/2021
- Participated in workshops
- Attended training sessions for google cloud developer