Bhagya Pasawala

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Self-taught software developer and designer with over 4 years of experience in design, web development, and 3D. I focus on building projects that inspire me and solves a real-world problem.

TECH STACK

- **Web Dev:** React.js, HTML, CSS, Next.js, JavaScript, Typescript, SQL, Node.js, MongoDB, Express.js, Tailwind CSS, Chakra UI, Material UI, Vercel, VSCode, Git, GitHub, Agile Methodologies, Scrum, Jira
- **Problem solving:** Python, C++
- **3D:** Blender, Unreal Engine 5
- **Design:** Figma, Adobe Creative Suite

WORK EXPERIENCE

Puddleshaker   Apr 2024 – Present
Software Engineer (Waterloo, Canada)
- Developing interactive web application using React.js, designed wireframes and branding material using Figma and Adobe Creative Suite, while applying Agile methodologies for efficient collaboration and optimization.

Replete Business Solutions Pvt. Ltd.   Feb 2022 - Apr 2022
Web Designer and 3D Artist (Remote)
- Developed responsive websites utilizing HTML, CSS, and JavaScript, while enhancing branding materials with Figma and Adobe Creative Suite, leading to a 70% increase in lead generation and user engagement.

Evolve7 Agency   Jul 2021 - Feb 2022
Senior Multimedia Designer (Remote)
- Led design projects for web and social media, focusing on responsive design and brand campaigns to enhance user experience and engagement, leading to a 55% increase in engagement.

White Grape Communications Pvt. Ltd   Dec 2020 - May 2021
Web Designer and 3D intern (India)
- Developed high-quality social media creatives and videos to drive lead generation and enhance user engagement, while also playing a key role in building the user interface design for a mobile application.

Ananya Classes   Mar 2019 - Apr 2020
Graphic Designer (India)
- Taught graphic design principles and digital tools, empowering students with skills that complement web development and enhance their creativity.

Centre Agency   Jan 2018 - Feb 2019
Graphic Designer (India)
- Collaborated on visual design projects, creating graphics and branding materials, gaining valuable experience in design principles that support web development initiatives.

EDUCATION

- Ontario Post Graduate Certificate in **Interactive Media Design** (2024) (3.41 GPA)
- Ontario Post Graduate Certificate in **3D Computer Animation** (2023) (3 GPA)
- **Bachelor's in Computer Applications** from GLS University (2021) (3.3 GPA)

KEY PROJECTS

- **Wired:** A personal productivity tool with task prioritization, a work timer, music and a lot more.
- **Cinemart:** A movie recommendation app based on genre and IMDB rating.
- **AimTrainer:** Aim Trainer app with scoring system built using ReactJs.
- **Weight's Fate:** Escape Survival game created for GMTK Game Jam 2024 using Unreal Engine 5 and Blueprints.
- **Protech:** Protech is a personal security app that alerts nearby users when someone is in danger.