

Bhagya Pasawala

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Self-taught software developer and designer with over 3 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 (Co-op)

Apr 2024 – May 2024

Software Engineer (Waterloo, Canada)

- Developed interactive web application using React Three Fiber, modelled 3D assets in Blender 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.
- **Job Portal Parody:** Hilarious anti-networking platform for coders and interns to vent about job hunting chaos!
- **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.