Hardik R. Bhatt

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https://github.com/HardiBhattatWork/myWebsite

Sr. Web Developer/Tech Lead

Summary of Qualifications

- Over 8 years of progressively increasing Development experience, delivering high level time sensitive projects using analytical and decision making skills for problem identification and resolution.
- Demonstrated technical leadership, strong interpersonal and communication skills. Highly motivated and self-directed with the ability to work independently and as part of a team on multiple projects simultaneously.
- A self-starter adept at handling multiple tasks by both relying on past experiences delivering detailed oriented projects for high profile clients like Black Card along with delivering business sensitive tasks by learning new programming languages quickly such as Omniture tagging for SiteCatalyst.
- Supervise assigned personnel to the project along with independently diagnoses and resolves technical issues. Perform miscellaneous job-related duties as assigned. Managing the code-base and maintaining proper release branches using GitHub in accordance to company goals.
- Exploring new technologies and understanding the latest methodologies currently being implemented. Available to be easily viewed on GitHub: https://github.com/HardiBhattatWork/myWebsite

Career Highlights

- Maintained and managed SQL Server database for swift user data extraction and storage programming request response protocols for the data to be used for client purposes.
- Optimized the core CSS that resulted on a 50% reduction of code and increased site performance by decreasing server response time.
- Successfully implemented cross-browser CSS conversion for high profile Blackcard Client.
- Played a key role in a complex Omniture Sitecatalyst implementation using a custom API for the Mobile and Desktop website.
- Integrated Oracle RightNow CMS and developed a custom dynamic iFrame solution.
- Managing the code-base developed in AngularJS , NodeJS, HTML5, CSS, JQuery, Express, Bootstrap, AEM CQ5 and other environments and maintaining proper release branches in accordance to company goals.

Technical Skills

• Java • J2EE • C • C++ • C# • ASP.Net 3.5/4.0 • HTML 5, CSS 3 • JavaScript • Ajax •AngularJS • NodeJS • YUI • JQuery • JSP • JSTL • SQL Server 07/08 • XML • XSLT/FO • Action Script • Torque Script • Photoshop CS3/4 • Maya • Houdin • Unity 3D • GitHub • SVN • Grunt • Bower • Yeoman • Karma • Jasmin

Work Experience

Farmers Insurance - Wilmington, DE:
Senior Web Developer/Tech Lead (Oct 2013 to present)
- Improved productivity by managing personnel to key project by improving maintainability and resolves technical issues.
- Improved efficacy of version control by maintaining proper release branches within GitHub by branching off separate development tiers and improving release maintenance by 120%.
- Key contributor in overseeing the development of enhancements, layouts and features of the websites by contributing to the development, implementation, deployment and roll-out of all features within the website.
- Elected to review business requested development (BRD) and offer suggested modifications as needed to meet current "best practices" by working with the functional departments to provide needed business support to achieve their goals and objectives and deliver production code that meets the end user's needs and improving customer saisfaction.
- Involved with the re-architecture of the Farmers UI Framework by creating a proprietary Yeoman Angular generator to automate Farmer's specific project and file structure for better navigation deployment and minification using Grunt.
- Managing the code-base developed in AngularJS, HTML5, CSS, JQuery, Bootstrap, Yeoman, Bower, Grunt, Karma and Jasmin for Build Automation, Project scaffolding, Vendor management and Automated IUT and E2E testing and Creating mock data as a REST API using Loopback and MongoDB.

Barclays - Wilmington, DE:
Senior Web/Mobile Developer (Sep 2011 to Oct 2013)
- Key developer on next-generation credit card servicing site—responsible for engineering and building UI features with HTML5, CSS, JavaScript, and JSP.
- Developed multiple interactive web components and frameworks—to include image carousels and calculators—providing customers with modern account management and rewards-redemption functionality.

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- Spearheaded development for Oracle's RightNow CMS integration project—heavily customizing PHP and JavaScript modules to support Barclay's distinct brand visuals for user communication and messaging and providing FAQ help.
- Responsible for helping with onboarding new hires with any help necessary. Providing them tasks and defects to resolve and walking them through the platform when needed.
- Tasked with a high profile BlackCard website refresh project, focused on site wide facelift of the entire website to match the BlackCard brand. Implemented by using only CSS and problem identification and resolution skills.
- In charge of web analytics Omniture Sitecatalyst tagging using YUI, plain JavaScript and JSTL for tracking user data traversal through specific flows of the sites for business and marketing purposes. Implemented for both Web and Mobile.
- Involved with the mobile implementation of the website using basic JavaScript and JSTL tagging for mobile specific pages, for users using mobile devices interested in quick accessibility.

M3 Mobile, a GSI Commence and eBay Inc. Company- King of Prussia, PA:
Web Developer/DBA/Software Engineer (Nov 2010 to Aug 2011)
- Required to wear many hats as one of a handful of developers for the company, developing on the legacy platform to maintain, update and enhance mobile marketing needs.
- Utilizing technologies such as ASP.NET 4.0, C#, SQL Server 2008, Ajax, XML, XHTML, CSS, and JavaScript to maintain external interstitial pages for clients such as NFL Shop, ESPN Shop, AE and many others.
- Maintain the legacy platform to perform at its peak efficiency and creating and maintaining new and current client web registration pages for marketing and user data gathering purposes.
- Tasked with the re-architecture of the SQL Server 2007 and 2008 database, to speed up the request response process to speed up data retrieval.

Lockheed Martin- Mt. Laurel, NJ:
Simulation Developer, Contract (May 2010 to October 2010)
- Approved for Clearance to access classified data to create teaching software for the US Government.
- Created Flash based tutorials and animations based on triggers for a media rich browser base learning system.
- Helped enhance the legacy JavaScript object oriented based platform to perform better media rich functionality for old and new browsers.
- Utilized browser based technology to create simulations, using technologies such as Flash, JavaScript, XML, XSL, XHTML, CSS, After Effects, Photoshop, Flash and Illustrator.

Comcast Corporation (CET)- Philadelphia, PA:
Application Developer, Contract (July 2009 to March 2010)
- Involved in a project to automate the Retail Reconciliation feature of the internal Comcast website for the purposes of eliminating errors, improving performance, and reducing the cost of operations involved in delegating Comcast Products offered to customers through a third party vendor.
- Developed application in .NET 3.5 following the MVC Software Architecture with XHTML, CSS, Ajax, JavaScript and ASP.Net front end C# backend, and SQL Server database.
- Specific tasks included restructuring the XHTML frontend and introducing CSS to meet current web standards, creating and binding controls to properly communicate with the C# backend code and writing minor stored procedures in SQL to properly retrieve necessary data to be used in the application.

Siemens Medical Solution - Malvern, PA:
Software Engineer (January 2007 to January 2008)
- Worked on erecting a new web portal for the company under the Liferay open-source environment, integrated under the eclipse environment.
- Working in an Agile environment to meet deadlines and give daily status updates to manage the HDX Patient DB2 database built around the standard J2EE components of java Servlets and JSP's.
- Worked on HDXpress application to allow customers to retrieve data in either XML or PDF format by applying style sheet on the XML file through XSLFO conversion to create a PDF file.
- Worked on the Patient testing database (X12 transactions) to programmatically de-identify patient information to meet HIPAA standards.
- Participated in the design, maintenance, enhancement and support of software applications for the HDX health care EDI clearinghouse.

Projects

Torque 3D Array Implementation:
- Made use of newly implemented scripting feature for the Torque engine configured in C++.
- Designed a way to declare, store and pass arrays in the Torque Scripting Language, by modifying the SDK written in C++ .
- This resource is currently being used in the new Torque 3D SDK build:
  http://www.garagegames.com/community/resources/view/12863

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EngineDevine:
- Managed a team of two programmers in the programming design and implementation of a first person shooter in 3D Gamestudio.
- Designed the AI system for the enemy Boss, by incorporating the State machine system to be implemented by the Boss style enemies written in Lite-C.
- Worked with a sprite based particle systems to implement particle generation of the various particle based features throughout the game.
- Worked with the OpenAL API to design and implement a sound library used throughout the game

Maxwells Demon:
- Designed a 3d first person puzzle game which uses Brain Computer Interface devices as a core mechanic of Game Play.
- Designed a tool that would communicate with the NeuroSky BCI device and provide the Blade 3D game engine with the necessary data needed to allow the users to move object within the game with their minds, implemented in C#.
- ACM Siggraph Research Document: http://www.mysorethumbs.com/docs/MD_ACMSubmission.pdf
- Design Document:

Global Game Jam 2010:
- Organized and participated in the 2010 global game jam, this was established by the IGDA.
- Our team was tasked in creating a game revolved around this year's theme "Deception." We decided on creating classic games with a twist: http://globalgamejam.org/2010/classic-deception. The game was created in XNA Game studio.

Education

Saint Joseph's University, Philadelphia, PA
Masters of Science, Computer Science, September 2010 – April 2012

Honored with the opportunity to teach Game Development concepts to a class of my peers and come up with a curriculum to instill 3D Modeling skills in Maya to the class.

Drexel University, Philadelphia, PA
Associates Degree, Digital Media, June 2007 – March 2009

Graduated with a 3.75 overall GPA.

Saint Joseph's University, Philadelphia, PA
Bachelor of Science, Computer Science, August 2003 - May 2007

Honored with a 98% scholastic scholarship in academics for minorities.

Activities

- **International Game Developers Association (IGDA) 2007-2010**
  - Coordinator for the Philadelphia Chapter: www.igda.org/Philly.
- **VGI Philly 2009-2010**
  - **Co-Founder of VGI Philly** whose mission is to foster economic growth in the Greater Philadelphia region by working with government agencies, educational institutions, local businesses, trade organizations, and investment groups to attract new and existing companies in the interactive entertainment industry: http://www.vgiphilly.com/.