

Hersh Nagpal

SOFTWARE ENGINEER

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I'm a software engineer currently working in web and mobile development. As an engineer, I strive to maintain equity, safety, and forward thinking within my teams and most importantly, myself. I use multidisciplinary experiences to create a team environment where its engineers can grow.

Education

Rochester Institute of Technology

B.S. IN SOFTWARE ENGINEERING, MINORS IN COMMUNICATION AND PSYCHOLOGY

Experience

DraftKings

MOBILE APP ENGINEER

Remote, Boston, MA

Aug 2022 – Present

- **Skills Utilized:** C#, Xamarin, Swift, SwiftUI, .NET, iOS and Android Development
- Released the Player Page, Player Stats and News, and College Navigation features to the Xamarin Android and iOS DraftKings app
- Refactored and maintained the Event and League pages to ensure peak performance during the Super Bowl and March Madness
- Maintained app stability and KPIs through regular code review, unit testing, functional testing, and integration testing

Posterity

FRONT-END SOFTWARE ENGINEER

Remote, New York, NY

Feb 2022 – Jun 2022

- **Skills Utilized:** React, TypeScript, NextJS, Styled Components, CSS, Storybook, Entrepreneurship
- Implemented and tested the Posterity progressive web application using TypeScript and React
- Integrated Storybook to increase fidelity of UI components and isolate UI testing
- Created reusable components and layouts based on Figma designs to reduce codebase complexity and build time
- Regression tested all new components and pages to ensure seamless integration with both the new PWA and legacy application

PayPal

IOS ENGINEER CO-OP / BRAND ARCHITECTURE INTERN

Remote, Boston, MA

Jun 2021 – Dec 2021

- **Skills Utilized:** Swift, UIKit, Postman, XCode, Unit Testing, Market Research, Business Strategy, Competitive Analysis
- Implemented new localization-specific features and UI elements for the EU release of the PayPal Business Debit Card
- Conducted unit tests, regression tests, and integration tests to ensure that all new features work consistently throughout all languages and versions
- Researched new markets, mapped competition, and developed product names for potential new product offerings with PayPal's Brand Architecture team
- Volunteered with The Network for Teaching Entrepreneurship to teach 6–12th grade students entrepreneurial skills and judge business ideas

Wayfair

IOS ENGINEER CO-OP

Boston, MA

Jan 2020 – Jun 2020

- **Skills Utilized:** Swift, UIKit, Autolayout, GraphQL, UI Design, Mobile Development
- Developed the "Product Details" page, "Related Product" carousels, and product image carousels for the Wayfair 2020 iOS redesign
- Created "Related Items" page, "Frequently Bought Together" carousel, "Additional Information" menus, and image carousels on all product pages
- Collaborated with software and QA engineers to implement multitasking split-view on iPad throughout the Wayfair iOS App
- Volunteered to host charity events on behalf of Wayfair to raise funds for St. Jude's Children's Hospital

Broadridge Financial Solutions

DEVOPS INTERN

Deer Park, NY

Jun 2019 – Aug 2019

- **Skills Utilized:** DevOps, AWS (CloudFormation, S3, IAM, EC2), Javascript, UI Design, Groovy, Jenkins, Marketing, Public Speaking
- Constructed the foundations of an automated, cloud-based DevOps architecture to decrease the spin-up time of Broadridge Digital B2B products
- Optimized AWS microservice suite to reduce costs by 90% compared to the current on-premise solution
- Led a multi-disciplinary team to research digital investment trends and create marketing strategy to increase engagement in all-digital investor resources

Projects

Hershnagpal.com

React Webpage Hosted on AWS

- Developed a personal website in functional TypeScript with Styled Components and Storybook, using AWS CI/CD pipelines and hosting

FiTR Skills, Startup

Founding Team

- Fully designed, implemented, and tested the FiTR Skills React web application and Storybook component library
- Conducted market research, customer discovery, and created a business model canvas for the FiTR Skills startup

Carrot Wolf

React Web Game

- Designed and developed a web-based rogue-like game in functional React using Redux and MaterialUI styles

Skills

Software Swift, JavaScript, TypeScript, SwiftUI, UIKit, CSS, HTML. Familiar with C++, C#, Xamarin, Python, Java, GraphQL