MANPRIT HEER

Software Engineer | 9167690370

DETAILS

9167690370
mkheer@ucdavis.edu

SKILLS

Front-End Dev (React, Node, HTML5, CSS)

Object-Oriented Programming (C,C++)

Back-End Dev (Express, SQL)

Creative Design (Adobe, Microsoft)

Strong Critical Thinking Skills

Interpersonal Communication

JavaScript

Embedded Systems

AJAX

iOS Dev(Swift)

HOBBIES

Bhangra Dance, Photography, Filmmaking

LANGUAGES

Punjabi

English

Hindi

PROFILE

Innovative Software Engineer who is looking to channel her creativity through collaborative projects. Heightened attention to detail along with a goal-oriented mindset ensures consistent and qualified results. Committed to working as a positive team member, striving to utilize my knowledge for optimal solutions.

EMPLOYMENT HISTORY

Tech Pilot at Academic Technology Services, UC Davis

September 2018 — Present

- Ran UCD IET interface to record lectures and transcribe miscellaneous events
- Solved problems by providing quick responses to technical malfunctions

Creative Marketing Manager at General Store & Deli, Sacramento

January 2018 — Present

- Implemented new marketing strategies in the workplace for positive consumer feedback
- Created graphic menus, brochures, labels, flyers, and other modes of signage via programs in Microsoft and Adobe Suite

Software Developer at Studylink, Davis

December 2018 — August 2019

- Implemented front-end UI using Swift 4 to build an iOS educational app.
- Built the company's strategy for using technological resources for creative marketing and management.
- Updated and debugged old and new functionality for user convenience.
- Explored effective UX Design and functions for targeted users, ensuring a smooth user interface.

EDUCATION

Bachelor of Computer Science and Engineering, University of California, Davis, CA

September 2015 — May 2021

Currently a fifth-year engineering student at UC Davis also pursuing a minor in Tech Management. Looking for internships that will challenge my skills while helping me grow into the industry-level fast-paced environments.

PROJECTS

MC PACMAN - Embedded Systems, UC Davis

February 2020 — February 2020

- Measured values from a BMA222 accelerometer to calculate the x-y positions of the ball on the Adafruit OLED screen.

- Calculated dx and dy to change and accelerate the ball based on the motion of the LaunchPad.
- Created a Pac-Man game by coding collision detection, so that the ball's position is restrained by our custom-designed walls.

FLASHCARDS APPLICATION , UC Davis

January 2019 — May 2019

- Implemented a working Javascript server through an express pipeline
- Created front-end visuals and user interaction with React module
- Utilized Google API to transfer user input into a language and outputting the response.
- Established user log-in with Google Authentication and connected to SQLite database.

EMERGENCY LANDING APPLICATION, UC Davis

September 2018 — December 2018

- Designed a program in which the user's coordinates provides a list of the closest possible runways and airports based on distance and length of landing required.
- Used abstraction to group proper data members and reduce redundancy.

COURSES

Web Programming, UC Davis

January 2019 — June 2019

Object-Oriented Programming and Problem-Solving, UC Davis

September 2016 — December 2019

Data Structures, UC Davis

September 2018 — December 2019

Embedded Systems , UC Davis

January 2020 — March 2020

Computer Architecture (I & II), UC Davis

October 2019 — March 2020

REFERENCES

References available upon request