Monil Goklani

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SKILLS

Proficient
Javascript, Node.js, React, Redux, Express, AJAX, Sequelize, HTML & CSS, Git, JIRA

Familiar
Webpack, Firebase, Mocha / Javascript Testing Frameworks, SQL, Socket.IO, Heroku, Material UI,C

TECHNICAL PROJECTS

DOOMBUSTER   **March 2021-April 2021**

- Jukebox party app built with a team of 3 which allows users to create and manage a crowdsourced song playlist
- Owned development of features which allows users to create a room, invite friends and add songs to a queue leveraging the Youtube data API
- Integrated Socket.IO to allow users to up/down vote songs in real time to reshuffle song order based on total votes
- Responsible for overall styling, design, and responsive mobile view of the app using Material UI

WISECRACKER   **February 2021**

- Game inspired by 'Quiplash' where multiplayers provide funny answers to questions and vote for their favorite answer
- Built individually in 5 days leveraging Firebase with ability to sync and render different views on each players screen

GIMMICKS   **Jan 2021-Feb 2021**

- E-commerce site built with a team of 4 which sells gimmicks and spoof products
- Implemented Shopping Cart management and persistence features critical to a smooth ecommerce experience
- Developed functionality to allow multiple ways to login/signup and manage and update inventory as admin user

EXPERIENCE

CUMMINS INC

Technical Project Manager   **January 2018-Current**

- Lead automotive IOT integration projects with 15+ telematics companies to help commercialize Cummins digital solutions
- Directly interface with the embedded software developers to drive integration and implementation of Cummins SDKs
- Integrations enable OTA software updates on ~2.8M Cummins engines. Cost savings of $120/engine for each download

Controls Technical Specialist   **November 2014-December 2017**

- Managed cross functional coordination of software and calibration development process for the Cummins X12 engine
- Responsible for driving the engine controls software development cycle and release process to the manufacturing plant
- Worked with software suppliers and customers to align expectations and orchestrate hand-offs between 15+ teams

Senior Validation Engineer   **April 2011-October 2014**

- Developed and executed automated feature tests using hardware in loop for 18+ different engine platforms
- Identified several issues on production software before release which directly helped avoid future warranty issues
- Designed and implemented process improvements to synchronize automated and manual tests using Six Sigma tools

EDUCATION

Fullstack Academy   **October 2020 – April 2021**
Web Development - A highly reputed software bootcamp designed to train and enable fullstack JavaScript developers

Kelley School of Business, INDIANA UNIVERSITY, Indiana   **September 2013 – May 2016**
Master of Business Administration

School of Electrical and Computer Engineering, PURDUE UNIVERSITY, Indiana   **September 2007 – December 2010**
Bachelor of Science in Electrical Engineering – Deans List (GPA - 3.73)