Navjot Panesar 2B Computer Engineering

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Proficient with Android, NodeJS, Python, and C#
Experienced in C++, AngularJS, PHP and ASP.NET web development
Comfortable with Agile practices, test driven development, and unit testing
Resourceful; able to draw upon past experience to solve difficult problems

Work

Zynga
Software Engineering
2015

- In charge of adding new features to Chess with Friends Android
- Dealt with situations that required efficient code and network data caching
- Worked with Cocos2d-JS game engine in C++ using Android NDK
- Successfully created and pitched game prototype outside of work hours

Pivotal Labs
Agile Engineering
2014

- Created Android apps using agile and pair programming methodologies
- Dealt with asynchronous data loading and concurrency issues
- Employed troubleshooting techniques such as analyzing open source code and pair programming

BlackBerry
Software Tools Developer
2014

- Wrote and maintained web tools using ASP.NET with JQuery and SQL
- Created libraries for automated battery life testing in python
- Implemented scripts to setup lab equipment for broadcasting of cellular signals
- Investigated and resolved tickets for bug fixes and feature requests using Git, Perforce, and SourceSafe for source control

Projects

Skipr
Collaborative Music App
2015

- Winner of IBM BlueMix prize at AngelHack Toronto
- By connecting to the Spotify API, a curated playlist is created
- Users in a room can vote by swiping left or right via the Android app
- Songs are played or skipped based on the results of user voting

Doge Bot
Python Twitter Bot
2014

- Open source python twitter bot infrastructure; allows for custom plugins
- Custom analytics reporting to create graphs and reports in NodeJS
- Employed unit testing and automated builds to speed up development
- Demo at NavjotPanesar.com/Dogebot

Oculus Frogger
Virtual reality game
2014

- Remake of Frogger in Unity3D engine with support for oculus rift
- Took on a leadership role amongst three other engineers after work hours
- Integrated Leap Motion to allow player to use their hands as input
- Dynamic vehicle generation, realistic physics and collision detection

IRCu
IRC Android App
2014

- Independent side project using Android material design
- Aimed to be a simple, uncluttered Internet Relay Chat client
- Identicon support, allowing for a more personal connection with other users
- Has the ability to switch channels that reside on different servers on the fly

Relevant Assignments

Price of Power
Computer Science
2012

- Final project for grade 12 computer science course, physics based game in Flash
- Designed three types of enemies with unique artificial intelligences
- Developed game engine with realistic run, jump, and projectile physics
- Formatted to play on the Blackberry Playbook

Zombie Defence
Computer Science
2011

- Final game for grade 11 computer science course
- Path finding artificial intelligence that allows enemies to seek out the main player
- Multiple weapons, enemies, and an in game shop

Achievements

IBM BlueMix Prize
AngelHack Toronto
2015

IBM Bluemix Award for most innovative use of IBM Bluemix at AngelHack Toronto.
Received access to the IBM Global Entrepreneur Program for Cloud Start-ups with $12K in Cloud Credit

Top Ten
Kik Hackathon
2015

Received recognition as one of the top 10 finalists at the Kik Hackathon in Waterloo.
Presented a demo to all the hackathon attendees and judges to compete for top prize

Rising Star
Blackberry
2014

Awarded the Rising Star – Dependable award.
Given to me by manager during my work term at Blackberry in 2014.
Awarded for work on integration of ROBOT framework for new BlackBerry OS.