# Navleen Kaur Brar

Front-End Web Developer + Designer

Portfolio Website: https://www.navleenbrar.com/

GitHub: https://github.com/Navleenkaursandhu/notebook    LinkedIn: https://www.linkedin.com/in/n-s-813167222/

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## SKILLS

- **Development Frameworks:** React, Tailwind CSS, Responsive Web Design
- **Coding Languages:** JavaScript, HTML, CSS
- **Version Control:** Git, GitHub
- **Web API's:** REST API, Local Storage API, Geolocation API
- **Code Editor and Static Analysis Tools:** VS Code, ESLint
- **Build and Deployment Tools:** Vite, Vercel
- **Other:** Class 5 driver's License

## EDUCATION

**Carleton University, Ottawa, Canada**                                          **Sep, 2018 - Jan, 2020**

Master of Engineering in Electrical (Minor) and Computer (Major) Engineering

**Giani Zail Singh College Campus of Engineering and Technology, India**                **July, 2013 - May, 2017**

Bachelor of Technology in Electronics and Communication Engineering

## WORK EXPERIENCE

**Concentrix**                                                                  **May, 2021 - Dec, 2021**

**WAH Advisor 1, Canada**

Concentrix is an IT service management company specializing in design, marketing, business processes, and customer management solutions

- Handled 40+ customer interactions per day, with duties including verifying clients data, presenting relevant product information, cancelling services and record keeping
- Provided basic technical support and composed professional emails for customers, departments and vendors to address customer issues quickly
- Worked on floor support assisting new agents with customer service script recitation, conflict resolution and data entry practices
- Received monthly bonus and was commended by management as an important team member due to highest number of call handling with more than 90% client satisfaction, average handling time and attendance.

## PERSONAL PROJECTS

**PORTFOLIO** ↗ https://notebook-henna.vercel.app/                          **Sep,2022 - Oct, 2022**

- React based website designed and developed to showcase my potential as a web developer and designer
- Lists all of my personal web development projects, all of which are deployed using Vercel, with links to the project web pages and source code
- React Router was used for organizing all of my projects and navigating between them seamlessly
- The UI was designed by me from scratch and all of the digital art was self-created using an open source digital painting software named Krita

**WEATHER FORECAST** ↗ https://notebook-henna.vercel.app/WeatherApp                     **Sept,2022**

- Responsive and interactive react website created for users to track current and 7-day weather forecast
- Used geolocation API to get user location and then fetch data from a weather forecast REST API (https://open-meteo.com/en) for that location
- Used advanced concepts such as conditional rendering, string literals and built-in array methods namely filter, map for data storage and rendering
- Used date-fns library for date manipulation, google fonts, material icons and Tailwind CSS for styling the web page

**DICTIONARY** ↗ https://notebook-henna.vercel.app/Dictionary                          **Sept,2022**

- Utilizes the Free Dictionary REST API (https://dictionaryapi.dev/) to display the acoustics, meanings, antonyms and synonyms of the word entered by the user in the input field
- It is an interactive and dynamic web application that uses react props to transfer data dynamically from parent component to the child component

- Used  useState  hook to track state variables and  useEffect  hook to execute side-effects upon user interaction
- The app is developed using react.js functional components, built-in JS object methods, Tailwind CSS and responsive design

**LCD CLOCK**  ⬀ [https://notebook-henna.vercel.app/vanilla_js/LCDClock/clock.html](https://notebook-henna.vercel.app/vanilla_js/LCDClock/clock.html)          **Aug,2022 - Sept,2022**
**ANALOG SVG CLOCK**  ⬀ [https://notebook-henna.vercel.app/vanilla_js/analogClock/clock.html](https://notebook-henna.vercel.app/vanilla_js/analogClock/clock.html)

- The LCD segments were designed from scratch using CSS and CSS animations
- The analog clock is implemented using SVG (Scalable Vector Graphics) and complex formulas for calculating the position of the hour, minutes and second hands
- The responsive design of the websites is achieved using media queries
- Used  Date  object,  setInterval  and  clearInterval  methods inside a useEffect react hook to update the clocks every second

**GUESS THE WORD GAME**  ⬀ [https://notebook-henna.vercel.app/HangmanGame](https://notebook-henna.vercel.app/HangmanGame)          **Aug,2022 - Sept,2022**

- The dynamic react based game UI allows users to guess the hidden word within 16 attempts
- The random hidden words are fetched from an external API [(https://puzzle.mead.io/puzzle?wordCount=1)](https://puzzle.mead.io/puzzle?wordCount=1) using react hooks
- A global  addEventListener  method was used to allow the user to interact with the game using their keyboard

**CARD MATCH GAME**  ⬀ [https://notebook-henna.vercel.app/vanilla_js/CardMatch/game.html](https://notebook-henna.vercel.app/vanilla_js/CardMatch/game.html)          **Aug,2022**

- Dynamic single player web game designed using vanillaJS, HTML and CSS where the user has to reveal all of the matching pairs of playing cards on the board
- The game uses vanillaJS concepts such as  querySelector  method to select DOM elements,  createElement  to create DOM elements, and  appendChild  method
- Some of the CSS styling was added in JS code such as the styling for the flipped card
- The logical implementation to randomly shuffle the cards on restart was achieved using built-in  sort  function with  Math.random  method

**FIGHTING GAME**  ⬀ [https://notebook-henna.vercel.app/vanilla_js/fighting_game/game.html](https://notebook-henna.vercel.app/vanilla_js/fighting_game/game.html)   **July,2022 - Aug,2022**

- 2 player combat game developed using vanillaJS, HTML and CSS
- An embedded sound content was introduced using  audio  HTML5 tag in the game
- The game is constructed using JS classes and the logic is implemented using multiple conditional statements
-  Math.random  function was used to generate random hits and lifelines in the game
- The game uses  addEventListener  method to allow users to interact with the keyboard buttons

## VOLUNTEERING AND TEACHING EXPERIENCE

**Teaching Assistant, Carleton University, Ottawa, Canada**                                 **Sep, 2019 - Dec,2019**
Worked as a TA under professor Donald Bailey for Fundamentals of Engineering I and under professor Mostafa Taha for Computer System Design during my masters program.

**IELTS Trainer, Brills Institute, India**                                                     **Aug, 2017 - June, 2018**
Worked as an IELTS Trainer conducting modules, vocabulary sessions, professional mock interviews and group discussions for students.

**Volunteer, GZS Campus College of Engineering and Technology, India**
Actively participated in various college-level NSS camps: Medical Awareness Camp-2016, Blood Donation Camp-2016, Tree Plantation-2014, and Election Rally-2014.

## ACTIVITIES AND INTERESTS

- Developing and designing web applications with dynamic and interactive UI.
- Participating in community volunteering events
- Constantly improving and learning new tools and technologies from online resources.
- Travelling, sketching and digital art.