

# Navleen Kaur Brar

Front-End Web Developer + Designer

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

 <https://github.com/Navleenkaursandhu/notebook>

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## SKILLS

- **Web Frameworks and Design Tools:** React, Tailwind CSS, Responsive Web Design, Figma
- **Coding Languages and Database:** JavaScript, HTML, CSS, Dexie.js
- **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

**FIGHTING GAME**  <https://www.navleenbrar.com/FightingGame>


**Dec, 2022**

- 2 player combat game developed using React and TailwindCSS
- The game is constructed using react functional components, hooks and the complex game logic is implemented using multiple conditional statements
- `Math.random` function was used to generate random hits and lifelines in the game
- To play audio during specific events in the game, the play method is called on an `Audio` object stored in a state variable

**CARD MATCH GAME**  <https://www.navleenbrar.com/CardMatchGame>

**Dec, 2022**

- Dynamic single player game where the user has to reveal all of the matching pairs of playing cards on the board
- The complex logic of the game is developed using JSX, react hooks, functional component and conditional rendering concepts
- The styling and design is implemented using TailwindCSS
- The data for each card is stored in an array of objects, and it is shuffled randomly for each game

**E-COMMERCE SHOPPING WEBSITE**  <https://ecommerce.navleenbrar.com/>

**Nov, 2022 - Dec, 2022**

- Designed complex UI in Figma ([view design](#)) and developed the app using React, React Router and Tailwind CSS
- Used `Dexie.js`, an in-browser database, for storing User information, Login Session, Bag Items, Order details and Reviews
- Implemented react routes and functional components using hooks for signing up, logging in and managing all other aspects of the e-commerce app.
- Achieved user authentication by implementing `bcryptjs` password hashing to protect user data

- The website logic is built using arrays, objects and various predefined methods, `date-fns`, conditional rendering, template-literals and react hooks
- Added responsive design to website to give it a professional appearance on smaller screens

#### **PORTFOLIO** <https://www.navleenbrar.com/>

**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://www.navleenbrar.com/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://www.navleenbrar.com/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://www.navleenbrar.com/LCDClock>

**Aug,2022 - Sept,2022**

#### **ANALOG SVG CLOCK** <https://www.navleenbrar.com/AnalogSVGClock>

- 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://www.navleenbrar.com/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>) using react hooks
- A global `addEventListener` method was used to allow the user to interact with the game using their keyboard

### **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.

### **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.