

NAVNEET SINGH GILL

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PROFESSIONAL SUMMARY AND SKILLS

- 4+ years of full-time Software Development experience
- **Strengths:** Data structures, Algorithms, OOPs, Data Analytics, Neural Networks
- **Languages:** Swift, React, Python, SQL, Node.js, C++, JavaScript, HTML, CSS, Bash, Objective-C, Java
- **Databases:** MySQL, NoSQL MongoDB, Core Data, SQLite
- **Tools:** Git, JIRA, Confluence, GitHub, XCode, Visual Studio, AWS, Heroku
- **OS:** Microsoft, Linux, and Mac
- **Design patterns:** MVC, VIPER, Factory, Observer

EDUCATION

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|---|---------------------|
| Master of Applied Computing (University of Windsor, Windsor, ON) | Sep 2019 - Dec 2020 |
| Bachelor of Engineering, Information Technology (RGPV, India) | Jun 2011 - May 2015 |

WORK EXPERIENCE

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| Software Engineer at CasaDigi | Aug 2018 - Jul 2019 |
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CasaDigi Home Automation Product [C, Swift 3.0, RSA, VIPER, MVC]

- Designed and implemented the IoT application architecture for iOS application
- Scrum and Agile proficiency with JIRA, along with code on GitHub/Bitbucket
- Data preparation, storage and encryption with RSA

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| Software Developer at Bestpeers | Aug 2017 - Jul 2018 |
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[React, MongoDB, Nodejs, iOS, Fastlane, MVC, Observer]

- Implemented a new payment application to build pay-as-you-go service
- Integrated face recognition, credit card and bar code reading capabilities for iOS devices
- Deployed backend on Heroku; and iOS application on Appstore, and Fastlane for staging

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| Software Engineer at Systango | Jun 2015 - Jul 2017 |
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[Cloud Storage, AWS S3, Swift, Objective-C, XCode]

- Created e-commerce, chat applications and extensive animation apps individually or with team
- Adopted Waterfall method for small level projects
- Participation in backend database structuring for making iOS apps less complex and more intuitive

MOST RELEVANT PROJECTS

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|---|---------------------|
| Multiplayer Dice game [C, System calls, Sockets] | Jan 2020 - Apr 2020 |
|---|---------------------|

- Implemented a socket-based game app in C using fork, signals, and more
- Created server and client-side of the game and tested it over several machines over the internet

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| Gym website [Python, Django, MongoDB] | May 2020- Jun 2020 |
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- Implemented Python website using Django and MongoDB
- Multiple set of web pages designed by JavaScript, HTML and CSS

E-motion Analysis [MongoDB, Express, React, Node.js]:

Jan 2020 – Apr 2020

Analysed data from Tumblr and Twitter for any keyword searched and displayed the emotion for 7 days

- Data mining, processing, and visualisation of datasets from APIs of Tumblr and Twitter
- Used Node.js with express to build the server-side of the app
- Created RESTful APIs and React components to maintain modularity and serve further integration respectively

Search Engine [Java, Data structures, Algorithms, Command-line]

Sep 2019 – Dec 2019

- Implemented inverted index, ranking using Quick-Select, auto-completion using Trie, spellcheck using Edit-Distance algorithms
- Around 100 web pages were extracted using a web crawler

E-Portfolio [MongoDB, Express, React, Node.js, Tracker]:

Sep 2019 - Present

Personal portfolio on portfolio.navneetsinghgill.xyz

- Used React engine for Node.js; and express for middleware's and user tracking purposes
- Used Redux, Hooks and flexbox to manage styling and state
- A responsive app to support web and mobile devices.

CasaDigi [Swift 3.0, Autolayout, Size classes, RSA, VIPER, MVC]

Aug 2018 - Jul 2019

- Designed the IoT application architecture
- Responsive to all iOS devices and did Data preparation, storage and encryption with RSA
- Scrum and Agile proficiency with JIRA along with code on Github/Bitbucket

MentalSnapp [Swift 3.0, AWS S3, AVFoundation for Audio/Video, MVC]

Aug 2017 - Jul 2018

- Implemented audio/video to record the emotion of patients
- Added Chat functionality to let doctors assist patients and used AWS-S3 for storage and analysis
- Performed testing to ensure stability

VOLUNTEER

- Held technical workshops/events during the entire working duration for team development
- Accompanied the University developer club for building new products

HOBBIES

- Study technical related articles and do the research required, out of curiosity
- Play chess and computer games