

NAVNEET SINGH GILL

845 Bridge Street, Windsor, ON N9B 2M7

(519) 981-6647 gill15q@uwindsor.ca

SKILLS SUMMARY

- 4+ years of industry experience as a software developer, mostly iOS application development
- Involved in 15+ projects involving impressive UI, offline and local database storage, cloud management, audio/video handling, etc
- Worked on multiple design patterns like MVC, VIPER, Factory and more
- Intermediate full stack developer
- An organised self-driven personality who always strives to enhance skills
- Familiarity with various programming languages which helps to understand any application better

LANGUAGE PROFICIENCY:

Expert: Swift (4+ years) and Objective-C (~2 years)

Intermediate: SQL, JavaScript, NodeJS (8 months+), React, React Native, C

EDUCATION

Master of Applied Computing, Co-op

Sep 2019 - Present

University of Windsor, Windsor, ON

Bachelor of Engineering, Information Technology

June 2011 - May 2015

Rajiv Gandhi Technical University, Bhopal, India

PROJECTS

E-motion Analysis (MERN stack application)

Feb 2020 - April 2020

- Used Node.js with express to build the server-side of the app
- Created multiple APIs and React components to serve modularity and reusability
- Implemented web technologies, React and NodeJS, to have a simple intuitive website for users

Portfolio (MERN stack application)

Feb 2020 - April 2020

- After the basic understanding of MERN stack from E-motion analysis I went a step up
- I created a much more modular and cleaner project with as many common components as possible using React
- The project is fully React-based and uses flexbox to tackle the UI on different screen sizes
- Learned how to animate and have a deeper understanding of CSS along with view engines in Node

CasaDigi (Home automation product - iOS application)

Aug 2018 - July 2019

- Collaborated with the team on how to design and implement CasaDigi iOS Application
- Worked with the backend team to discuss the best way possible for the development of features
- For the most flexibility, myself with my team hand-coded all the required components
- Encouraged use of project management within the team to keep track of the product effectively

Peruze (Cloud-based product - iOS application) Winter 2018

- Led the entire project individually by working on the front end and back end consecutively
- Designed Apple cloud database which acted as the back end

MentalSnapp (Social Wellness app - iOS application) Summer 2017

- Involved in an agile development team with frequently changing requirement
- Implemented required audio/video and used AWS for storage
- Performed testing to ensure stability

2-player dice rolling game (C application) Winter 2020

- Implemented a socket-based game app in C
- Understood the system calls to handle multiple games separately by child processes
- Created server and client side of the game and tested it over several machines over the internet

RELEVANT EXPERIENCE

Software Engineer Aug 2018 - July 2019

CasaDigi, Indore, India

- Front end iOS development of CasaDigi, which is a home automation product
- Active participation in decision making of the product architecture and all of SDLC
- Focused on testing for a more stable product delivery
- Actively worked in the Agile environment to be productive and flexible simultaneously

iOS Developer Aug 2017 - July 2018

Bestpeers, Indore, India

- Started iOS development at the firm
- Showed leadership and ownership by a team of 2 during the working time
- Worked as a member of a virtual team, based worldwide
- Involved in active documentation in code management tools with Jira, Confluence, and Git

Associate Software Engineer June 2015 - July 2017

Systango, Indore, India

- Mostly involved in small teams which focused on a fast-paced development
- Participation in backend database structuring for making iOS apps less complex and more intuitive
- Improved as a self-driven individual having concentration mainly on continuous learning
- Adopted Waterfall method for small level projects

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