Pawandeep Rai



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Projects

goodGame | Full Stack Engineer

Live | GitHub

Platform for tracking board games that allows a user to create shelves and store board game entries

- Incorporates Board Game Geek's database API allowing users to search an extensive database of board games
- Lazily adds API entries to the local database when a user adds an entry to a shelf
- Features full user authentication which integrates the BCrypt gem for password security
- Designed and constructed layout using basic CSS

Chess | Engineer

GitHub

Chess game built in an object-oriented way using Ruby and rendered in the console

- Implements an iterative algorithm to determine a player's possible moves on each turn
- Features a checkmate method which iterates through all of a player's pieces checking for possible moves

Skills

Ruby Javascript **jQuery** HTML Git Ruby on Rails React.is SQL **CSS RSpec**

Experience

Target

July 2013 - November 2015

Executive Team Leader - Assets Protection

San Jose, CA

- Created and executed the store's inventory plan and inventory recovery using 420 allocated man
- Became the district trainer/resource and fielded questions from peers on how policy violations were being handled by our district to create consistency across all stores
- Received strategic management award in 2014 from district leadership

Surfsimple QA Lead

Aug 2005 - Jan 2007

Pleasanton, CA

Managed a group of four quality assurance team members working on Surfsimple's Map Storm product

- Interviewed and hired three members of the quality assurance team
- Acted as a liaison between the other quality assurance analysts and the head software engineer

Education

March 2016 App Academy San Francisco, CA

Full Stack Web Development Course App Academy has an acceptance rate of less than five percent

San Jose State University

December 2011

Bachelor's of Science, Economics (minor in Business)

San Jose, CA





