Purnima Naik
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EDUCATION

M.S., Information Systems, Northeastern University, College of Engineering, Boston, MA   *Dec 2017*
B.E., Information Technology, Mumbai University, India   *2014*

TECHNICAL SKILLS

Languages/Technologies	: JavaScript, Objective C, Java, Kotlin, HTML5, CSS3, SQL, Python
Frameworks/Libraries	: React JS/Native, Node, Redux, Webpack, jQuery, Angular JS, Spring MVC, Hibernate, REST, AJAX
Tools/IDE	: Xcode, Android Studio, Visual Studio, Atom, Eclipse, NetBeans, Spring Tool Suite, Power BI, Git, Jira
Databases	: MySQL, SQL Server, PostgreSQL, Oracle 12c, NoSQL (MongoDB), Core Data, plists
SEO Tools	: Google Analytics, Google Search Console

PROFESSIONAL EXPERIENCE

Lead Mobile & Front End Developer, HEVO Power Inc., Brooklyn, NY   *October 2018 – present*
- Created a react-native app from scratch to be the primary tool for conducting charging sessions between an electric/hybrid vehicle and any HEVO Wireless Charger.
- Developed the functionality to start/stop charging a car via the app while being able to monitor vitals such as power input, current supplied, battery percentage and upcoming charging sessions using REST APIs to communicate with MySQL database.
- Integrated react-native map to plot EV charging stations (or clusters based on zoom level) with multipart progress circles showing online, in-use and offline chargers and the total count of chargers, in real-time.
- Generated polyline coordinates using Google's Maps JavaScript API to show the route from the user's location to a selected charger and integrated hand-offs to navigation apps (Google, Waze, Apple) for initiation of turn by turn navigation.
- Accompanied map view with a list of nearby stations (showing time and distance away from the user), autocomplete search functionality using Google's Places API, photos and reviews of a selected charger, ability to 'favorite' a station and reserve a charger.
- Detected when a car is in the vicinity of a reserved charger by polling the charger voltages and showed real-time parking alignment to ensure user aligns as closely as possible to the suggested calibration thus ensuring maximum charge.
- Developed an algorithm to calculate the ideal car parking position in real-time and display the same on varying screen sizes by formulating the multiplying coefficient using charger's voltage threshold.
- Streamed images and temperature from a thermal camera to show the view between the floor-mounted charger and underside of the car in the app; if temperature exceeds a preset threshold, the user is alerted, and charging is automatically stopped by the app.
- Made the app robust to seamlessly pick up a charging session where it left off despite spotty internet issues, API failures, incoming calls mid-session or the phone turning off.
- Currently maintaining HEVO's dashboard and website in addition to the mobile app.

iOS Developer, InterPro Solutions, Stoneham, MA   *Feb 2018 – October 2018*
- Responsible for updating and maintaining Interpro's mobile application, EZMaxMobile, which was written in Objective-C.
- Enabled work order lookups and enhanced the native map by utilizing the ArcGIS SDK to achieve long press pin-drop, force touch gesture prompted callouts, and to disperse/cluster map pins based on zoom levels.

Front End Developer Co-op, Ahold Delhaize, Boston, MA   *Jan 2017 – June 2017*
- Developed native and hybrid applications for mobile devices and the web using Objective C, React JS, React Native, and Redux on rigid deadlines to deliver one or more deployable Proof-Of-Concept apps every 6 weeks.

PROJECTS IN PRODUCTION

CropReco, iOS App (Objective C)
- Developed a native iOS app that recommends crops based on current climatic conditions in order to produce maximum yield.
- Features include weather lookup of any city in the world using Open Weather API and crop search in a plist database.

Hungry Monkey, Android game (Kotlin)
- Developed an Android game in Kotlin where the user helps a monkey reach a bunch of bananas by initiating a jump at the right vertical velocity; game includes 10 levels with increasing difficulty and audio enhancements; designed game graphics using Adobe XD.

two-part-progress-circle, NPM package (React-Native, JSX)
- Created a two-part progress circle in react-native to track the individual progress of two tasks which together contribute to the completion of a main task; features include custom radius, color, ring width, spacers, and text decoration.

Github Language Extractor, Android & iOS App (React-Native, JSX)
- Created an app which helps recruiters and developers alike to retrieve all the languages a user codes in on Github.
- Consumed Github's API to access all the public repositories, fetch the languages used in each repository and curate all the acquired data into measurable language distribution for a given user.

Freesiachem.in (Javascript, HTML, CSS)
- Designed, developed and currently maintaining Freesia Chemical Industry's official website.
- Also responsible for monitoring it's Google Analytics.

NPM package download count website (React JS, JSX, JSON, CSS, Webpack, Babel)
- Used NPM's API endpoints to let users curate the number of downloads a package has for a given time period.

*Visit https://purnimanaik.github.io for active links and more projects.