Tanjot Panesar

✉ tanjotspanesar@gmail.com
🌐 tanjotp.github.io

Experience

Software Developer Intern | TradeRev
TORONTO | MAY-AUG 2021

Improved trading options by implementing a new car selling feature, trading network selection feature, saving custom filters, and fixed over 12 bugs.

Implemented UI changes for main vehicle listview item involving 16 UI components and filter selections.

Used **Kotlin**, **Java** and **mvvm** design pattern in development.

Mobile Engineer Intern | Geotab
WATERLOO | SEP-DEC 2020

Enabled Pepsi to track vehicle-based GO hardware by developing logging functionality for Geotab **SDK**.

Increased waypoint visibility by developing fleet parameters for admin panel and improved dashboard usability by creating geographical-bound search filters.

Used **Swift**, **Objective C**, **Java**, and **Kotlin**.

Android Engineer Intern | Wattpad
TORONTO | JAN-APR 2020

Sole android developer on squad, and rotational release master using Bitrise, Playstore and Crashlytics.

Shipped four features including copyright reporting and profile tool-tips to over 65 million active users.

Used **Kotlin**, **Java**, **rxKotlin**, **dagger2** and **epoxy**; implemented **mvvm**.

Wrote **unit tests**; **junit** and **MockitoKotlin2** for api and viewmodel classes increasing unit test coverage for features by 11%.

Mobile Engineer Intern | League
TORONTO | MAY-AUG 2019

Developed three major features, including a live in-app chat, used by 16000+ members and barcode scanning in **firebase**.

Contributed to internal design system for two custom android components.

Worked on two separate teams simultaneously. Used **Kotlin** and **Java**; implemented **mvp** pattern.

Android Developer Intern | Accedo
TORONTO | SEP-DEC 2019

Worked on CTVNews, CP24 & Apogee android applications in an **agile** environment.

Used **mvvm** architecture, **retrofit**, and **rxJava** in development.

Refactored videos REST API for SportsNet Playstation4 application in **TypeScript**; fixed in-app caching, improving video load time by 20%.

Software Developer Intern | UbiLab
WATERLOO | JAN-APR 2018

Sole developer for **android**. Interfaced app with arduino via **BlueTooth** to create dataset on **firebase**.

Projects

Refile	ReactJs application for better email file management. Fourth Year Design Project.	2022 🌐
Clash	Android app for better adjudication at compeitions. Created in kotlin & used firestore.	2019 🌐
Finder	Android/Arduino check-in/search system for crowd control in public spaces.	2018 🌐

Skills

Dev	Kotlin, Java, Objective-C, Swift, ReactJs, C++, JavaScript, Agile, Git
Design	Figma, InVision, Adobe Illustrator
User Research	User interviews, Usability tests, Quantitative data analysis

Education

University of Waterloo | Systems Design Engineering (B.ASc, April 2022)

Relevant Courses: Data Structures & Algorithms, User Research, Human Factors in Design, Engineering Design.