Ammar Lokhandwala

Software Developer

Education

Sep 2013 – Sep 2018

Drexel University, Computer Science, Bachelor of Science

Major GPA: 3.81

HONORS:

- AJ Drexel Scholarship: 2013-Present
- Dean's List: Winter '15, Spring '15, Summer '15, Fall '16, Winter '16, Spring '16, Fall '17, Winter '17
- Member: Upsilon Pi Epsilon; Dragons for Excellence and Inspiration

Work Experience

Apr 2018 – Sep 2018

Software Developer Co-Op

iPipeline, R&D team

Company focused on creating and managing SAAS based software for insurance companies.

- Active full stack developer in an Agile Software Development environment.
- Created my own PDF Kit for iOS to move away from using a licensed third-party PDF Kit.
- Helping the team move the headliner product to iOS platform, using Objective-C and JavaScript within the Cordova Framework, to broaden consumer base.
- Adding essential components to product's Admin Tools to substantially reduce support calls.

Sep 2016 – Apr 2017

Associate Developer

Personnel Data Systems, R&D team

SAAS company that provides Human Resource management software.

- Researched and developed libraries for geocoding capabilities to company software to map-out employees and handle various location-based queries.
- Developed a module that gathers and presents all relevant information about the current system module for three different levels: User, Product Admin and Developer.
- Added functionality to generate a visual organization chart for a selected employee.
- Used various technologies and programming languages including SQL, C#, ASP.NET and Team Foundation Server for version control.

Projects

Apr 2018 – present

Developer, Solo-project

FreeBook

A dynamic single page web app with various Social Media functionalities, including login and registration, posting and viewing status messages and viewing profile pages.

- Added functionality to send, receive and accept Friend Requests.
- Using React + Redux for the front-end, .NET core API for the back-end and MongoDB for the database.

Sep 2017 – Jun 2018

Developer

The Divine Right, Whiteboard Studios

A 2D turn-based strategy game for PC play. The game was developed in Unity, with code written in C#. The team adopted an Agile software development environment.

- Created a level designer to create and modify game levels by hand with ease, along with support to replace current asset themes and add more in-game entities.
- Added various mechanisms crucial to the game's playability.

Apr 2016 – Jun 2016

Developer

Landmark, Class Project

An android app that shows the user places of Interest in a certain radius around the user on a Map or as a List. Also, allows users to "check-in" and share visited places to Facebook.

Personal Info

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GitHub
https://github.com/ammarlokh95

LinkedIn
www.linkedin.com/in/ammarl123

Technical Skills

Programming Languages:

C#

Python

Java

JavaScript

C/C++

SQL

HTML

XML

MongoDB

Software & Frameworks

Django, ASP .NET, React.js, Redux, Android Studio, GIT, SQL Server Management Studios, Microsoft Visual Studios, Jira, Cordova

Relevant Course Work

- Data Structures and Algorithms
- Software Engineering & Design
- Database Management Systems
- Concurrent Programming
- Operating Systems
- Intro. To Artificial Intelligence
- Web & Mobile App Development
- Object Oriented Programming