Ammar Lokhandwala

Software Developer

Education

Sep 2013 - **Drexel University, Computer Science, Bachelor of Science**

Sep 2018 **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 - Software Developer Co-Op

Sep 2018 *iPipeline*, R&D team

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

- Created a PDF Kit for iOS to move away from using a licensed third-party PDF Kit.
- Essential in helping the team move the headliner product to iOS platform, using Objective-C and JavaScript within the Cordova Framework, to broaden consumer base.
- Developed essential components to product's Admin Tools to substantially reduce support calls.

Sep 2016 - Associate Developer

Apr 2017 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 web scraper that gathers and presents all relevant information about the current system module for different security tiers.
- 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

Nov 2018 - Full-Stack Developer

Present Music Sessions, Personal Project

A web app that lets users join or host live Spotify playback "sessions" allowing the host user to control the playback of all users in the "session".

Using a Node.js backend, a React frontend and integration with Spotify Web API.

Apr 2018 - Full-Stack Developer

Oct 2018 FreeBook, Personal Project

A dynamic single page web app with various Social Media functionalities, including login and registration, posting and viewing status messages and profile pages, adding and removing friends. User views posts of other users in their geographical area and of the users they follow.

• Using React + Redux for the front-end, .NET core API for the back-end and MongoDB for the database.

Sep 2017 - **Developer**

Jun 2018 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 custom level-designer application to easily create and modify game levels and assets.
- Added various mechanisms crucial to the game's core gameplay.

Personal Info

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GitHub

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LinkedIn

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Technical Skills

Programming Languages:

C#

Python

JavaScript

Java

C/C++

SQL

HTML XML

MongoDB

Software & Frameworks

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

Relevant Course Work

- Data Structures and Algorithms
- Software Engineering & Design
- Database Management Systems
- Concurrent Programming
- Operating Systems

Jira, Django, Cordova

- Intro. To Artificial Intelligence
- Web & Mobile App Development
- Object Oriented Programming
- Computing Photography and vision