Manali Ganesh Ghare

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EDUCATION

University of North Carolina at Charlotte **Intended Grad: May 2020**
Master of Science in Computer Science GPA: 3.85

Savitribai Phule Pune University **Jun 2013 - June 2017**
Bachelor of Engineering in Computer Engineering GPA: 66.35%

TECHNICAL SKILLS

Programming Language: Java, JavaScript, Swift, C, C++, SQL, PL/SQL, Python
Web Technologies: HTML, CSS, Node JS, Express JS, Angular JS
Tools: Android Studio, XCode, Firebase, MySQL Workbench, Eclipse IDE, Postman, Kanban Board, AdobeXD
Services: AWS-EC2, S3, RDS, Azure Bing Image Search API, Digital Ocean, Heroku
Databases: MySQL, MongoDB, MS Access, SQLite, Realm

WORK EXPERIENCE

IOS Developer Intern, Amissa, Charlotte, NC June 2019 – Aug 2019

- Built an IOS application for Alzheimer's patients where the caretaker can track patient's location, set geofence region, get notified if patient's leaves the geofence region and monitor patient's health.
- Utilized Apple's Core Location to obtain patient's geographic location and Haversine distance formula to check if the patient is in the geofence region.
- Notifications are handled by Apple push notification service (APNs) with firebase cloud messaging.
- Collaborated with the team using Kanban board to follow agile development process.

Software Developer Intern, Bolt Technologies, Pune, INDIA Sept 2017 – Aug 2018

- Contributed software engineering expertise in the development of products through the software lifecycle, from requirements definition through successful deployment.
- Worked on Android applications in healthcare, lifestyle and fitness domain with supporting REST APIs to fetch and modify data.
- Designed and developed dynamic web pages using HTML and JavaScript.

PROJECTS

Web Applications, UNC Charlotte

Book Cave **[HTML5, CSS, Bootstrap, Node.js, Express.js]**
Developed a website for avid reader where user can explore books, share his/her work and give rating. Followed MVC (Model View Controller) architecture for easy modification and scalability. User data and book details are stored in MongoDB.

Travel Website **[API, HTML5, CSS, Node.js]**
Designed Travel website API which has endpoints for getting city, places and food places. Implemented user authentication using JSON Web Token. This API is deployed on Heroku. Website uses this API to create website where user can search city and get information of popular places and cuisines of that city.

Android Applications, UNC Charlotte

Chatroom with Ride Sharing App **[Java, Android Studio, Google Map, Firebase]**

Uses Firebase Realtime database and storage features to store the pictures and messages shared in the chatroom. User can join chatroom or create new one. In the chatroom user can request a ride and can share current location using Google maps. It uses GSON, OkHTTP, PrettyTime libraries and shared preferences to store sessions.

Smart Grocery Store **[Java, Bluetooth Beacons, Payment API]**
Uses Bluetooth Beacons to provide indoor proximity information in a grocery store. Estimote Bluetooth beacons are used to provide list of discounted products from the aisle closest to the user. Application is using Braintree payment API to process payments.

Smart BLE Bulb Android Simulator **[Java, BLE Device, android]**
Android application which connects with smart BLE bulb to read or change the characteristics such as bulb, beep and temperature.

Trip Planner **[Java, Android, Google Map, Firebase]**
Enables a user to plan trip to any city in the USA. It uses Google Map to provide the list of tourist attractions in a two-mile radius of the selected city. The application uses Google Authentication for sign up. It uses reverse geocoding to transform address into latitude and longitude to store into firebase database.

News Application **[Java, JSON]**
Displays news feeds from Buzzfeed News API. JSON data from API call is parsed using AsyncTasks.