

# Ashmin Bhandari

A software engineer who enjoys merging programming and visual aesthetic passions to create web and phone applications with immersive user interface as well as robust system architecture. Able worker across the stack, interested in making day-to-day life just a little bit interesting via code.

## EDUCATION

### Ramapo College of New Jersey

Mahwah, NJ - June 2020

- B.S. in Computer Science
- Honors: Presidential Scholar, Dean's List

## EXPERIENCE

### TakeoTech / Software Engineer Intern

New York, NY - Aug 2019 - Dec 2019

- Proactively contributed design insights to daily round table meetings with agile team of designers and engineers
- Collaborated with team to carefully craft user interface of new employee portal and prototyped using **proto.io**
- Implemented fully responsive portal interface using **CSS3** flex boxes and grids
- Took initiative to spice up front end by integrating **react-spring**, spring-physics based animations library
- Used **Redux** to manage application state
- Provided extended help on **Spring Boot** back-end, especially working to integrate it with **React** front-end

### Ramapo College / Technology Assistant

Mahwah, NJ - Aug 2017 - Nov 2019

- Streamlined hectic campus-wide OS installation process by writing customized **bash scripts**
- Assisted contemporary arts students at graphic design lab with perfect color calibration, troubleshooting Adobe applications and state-of-art printing
- Assisted students at music production lab with softwares such as Logic Pro X, Ableton Live and Pro Tools
- Served as on-call problem solver for Macintosh labs throughout campus

### Campgaw Bees / Wordpress Developer

Franklin Lakes, NJ - Feb 2019 - Aug 2019


- Put business on Google, effectively increasing product sales and local recognition
- Created theme extensions using **PHP** and **CSS3** to match client specifications
- Landed five similar projects through stellar word-of-mouth recommendations from CEO in span of year

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## SKILLS

**Languages:** C, C++, Java, Javascript, Python, SQL, UNIX/Linux shell scripting, HTML5, CSS3, SASS

**Frameworks & Libraries:** React, React Native, Redux, MobX, Angular, Node.js, jQuery, AJAX, Bootstrap, .NET

**Databases:** SQLite, MongoDB, PostgreSQL

## TOP PROJECTS

### openCircle - Spotify World Server Present

Music discovery platform based on Spotify's Web API

- Connected online Spotify listeners all over the world on map courtesy of **Google Maps API**
- Allowed users to discover, playback and save new music through each other's listening data such as top tracks, top artists, recently played tracks and much more
- Ideated and sketched out UI using **sketch.io**
- Collaborated with three developers to build tentative application using **React** and **Firebase** in 24 hours hackathon spree
- Later, single-handedly upgraded app to **React Native** with extended and stable features
- Architected a secure **Node.js** based **Express REST API** to manage clients, online sessions, and mutually connect users to **Spotify's Web API**
- Combined Spotify's authorization flow with **Passport.js** local authentication strategy to authorize and authenticate users
- Managed user data securely on **MongoDB**
- Managed application state using **MobX**
- Addressed front-end caching and minimal network requests concerns among others

### Five Crowns Fall 2019

Multiplatform implementation of Five Crowns card game

- Implemented multiplayer Five Crowns card game for multiple platforms: Android, Mac and Windows
- Created console version using **C++**, Android version using **Java** and **Android SDK**, and Mac and Windows GUI version using **Python** and **pygame**
- Developed a matrix based mechanical algorithm to craft an AI capable of versus gameplay, analyzing player hands, deciding best moves, as well as providing player help