Ankit Dhingra

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LinkedIn Github Portfolio

https://shorturl.at/HOXY2 | https://github.com/aspectkit | https://tinyurl.com/24h2dt66

Positive, dedicated and diligent professional full-stack developer with comprehensive knowledge of the principles and practices of a complete software development cycle. Possesses a strong background in working with multiple languages and the MERN Stack Model. Experienced in JavaScript, MongoDB, Bootstrap, and more.

Education

Colorado School of Mines, Golden Colorado

May 2022

Bachelor's of Science - Computer Science - 3.6 GPA

Colorado School of Mines, Golden Colorado

December 2022

Master's of Science - Computer Science - 3.6 GPA

University of Denver, Denver Colorado

August 2023

Full Stack Developer Bootcamp

Technical Skills

HTML5 • CSS • JQuery • JavaScript • Bootstrap • Tailwind • AWS • JWT • MySQL • MongoDB • GraphQL • Express • ReactJS • Node • Handlebars • Java • Python • C++ • Github • Jira • Confluence • BitBucket • GitLab

Projects

Pet Fact Website | https://shorturl.at/diwAS

Lead Backend Dev and Debugger

- Produced a website that allows for users to see dog and cat pictures while simultaneously learning facts about them
- Spearheaded API request functionality for pet pictures and facts as well as javascript code that interacts with the DOM. Helped design and debug front end CSS with UIKit
- Tools/Languages Applied: HTML5, CSS, jQuery, Javascript, Tailwind, Github, Github Pages, VSCode

- Designed a website where users can sign-up to add and keep track of games they have played while learning information about the game's creation
- Deployed a website with Heroku and led team discussions. Managed task distribution and timeline for developers.
- Set up a database with MySQL, created user RESTful routes using Express, added API request functionality with Rawg, implemented user signup and login using Bcrpyt, and created helper functions to attach the backend to the Handlebars
- Tools/Languages Applied: HTML5, CSS, Javascript, Bootstrap, Github, Heroku, VSCode, Express, MySQL, Node, Handlebars, Nodemon, Bcrypt

Sportsball | https://tinyurl.com/5xfs4pxt

Sole Developer

- Developed a game that allows players to drop and combine sportsballs together to reach the beachball
- Deployed to iOS and used game design techniques to create an eyecatching and fun game using Unity Game Engine and C#
- Tools/Languages: Unity, C#

Work Experience

JMA Wireless Software QA and Dev Intern

May 2022 - Aug 2022 Boulder, Colorado

- Tested and debugged software using workflow tools such as Jira, Confluence, and Bitbucket
- Used CentOS 8 and Python to virtualize and abstract the functionality of a physical CPRI Device that works by allowing the user to interact with a cell hub through a network
- Helped manage a server room with cable management and connecting new components
- Participated in code reviews with senior developers to help debug and rewrite code