

Bashu Bisht

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EDUCATION

Master of Science in Information Systems

(GPA: 3.8) May 2024

Northeastern University, Boston

Courses: Object Oriented Design, Data Science Engineering with Python, Application Modeling & Design, Data Management and Database Design, Application Engineering and Development (Java), Web Design and Development, UI/UX Design and Development, Building Virtual Environments, Smartphone Application Development

SKILLS

- Programming: Python 3.x, Java/J2EE, Spring Boot, C++, JavaScript, Node.js, Swift, SwiftUI
- Web Technologies: React JS, Angular, HTML5, CSS, Tailwind, Bootstrap, Firebase, RESTful APIs
- Tools: XCode, AWS, NetBeans, IntelliJ IDE, Hibernate, Jenkins, Visual Studio, GitHub, Balsamiq, FIGMA, Unity
- Databases: MySQL, MS SQL Server, MongoDB, Snowflake

WORK EXPERIENCE

Software Engineer

July 2018 - Dec 2021

Convse.ai | Singapore

- Led the development of a 3D real-estate SaaS tool from scratch using modular **React** components, **Angular**, **Three.js**, **WebGL**, and **Tailwind CSS** for the frontend, and **Java Spring Boot** for the backend, resulting in a responsive and streamlined user experience that increased user satisfaction by 20%.
- Implemented **Micro Frontend architecture** to optimize front-end performance and scalability, ensuring seamless navigation across the platform.
- Designed and implemented **CI/CD** pipelines and automated test cases using **Jenkins**, achieving streamlined development and error-free deployments, thereby enhancing overall software reliability and deployment efficiency.
- Utilized **MongoDB** for secure data storage and **Hibernate** for ORM efficiencies, resulting in enhanced system reliability, improved data accuracy, and scalable operations to maintain optimal inventory levels.
- **Collaborated** closely with product management team and real estate clients to thoroughly understand their requirements; served as a bridge between technical teams and end users, effectively translating business needs into technical specifications.
- Championed the adoption of **Scrum methodologies (SAFe)** for **agile software development**, leading to improved collaboration, project time management, and delivery of high-quality software products.

Teaching Assistant

Sept 2022 - May 2024

Northeastern University | United States

- **Led and instructed** 4 weekly lab sessions on **JavaScript**, introducing Git/GitHub for version control and enhancing understanding of **front-end** fundamentals.
- Provided **personalized support**, aiding students in **resolving front-end programming issues** and implementing JavaScript unit tests for code reliability.
- **Mentored** students in **JavaScript, HTML, and CSS**, fostering a solid foundation in front-end development principles.
- **Collaborated** with students to **integrate front-end components with back-end services**, promoting interdisciplinary teamwork and guiding effective collaboration practices with Git/GitHub.

PROJECTS

- **HealthCare Fitness Application** (2024): Led the design and development of an **iOS** application using **Swift**, **SwiftUI**, **Firebase**, **Java** in **NetBeans IDE**, leveraging **OOP** principles, featuring a sleek **UI/UX** with personalized workout and diet plans, and real-time tracking to boost user engagement and outcomes.
Github Link: <https://github.com/bashubisht/iOS-FitnessApp>
- **Emergency Request Dispatch System** (2024): Spearheaded the development of an Emergency Request Dispatch System using **Java**, **Snowflake**, **AWS**, **Java Swing** and **Google Maps API**. Implemented user-centric features and ensured seamless integration with backend systems
Github Link: <https://github.com/bashubisht/final-project-aed>
- **E-Commerce Website** (2023): Developed a full-stack e-commerce platform using the **MERN** stack (**MongoDB**, **Express.js**, **React.js**, **Node.js**) with features like real-time updates, user authentication, and payment integration, using **JavaScript** to enhance user experience and operational efficiency.
- **Astro Run** (2023): Developed a dynamic **Unity**-based runner game, leveraging **C#** to implement engaging levels and responsive gameplay that enhance user interaction and challenge.
Github Link: <https://github.com/bashubisht/Astro-Run>