

## Technical Skills

**Strong** | JavaScript, Node, TypeScript, React, CSS, Chai, Mocha, Git, Hg, Less, Gulp, WebPack, Express, Koa, RelaxJs, MongoDB,  
**Experienced** | Angular, jQuery, Vagrant, D3, Socket.io, Backbone, Grunt, Passport, MySQL, Mongoose, Redis, RESTful API, HTML5

## Professional Experience

### Senior Software Engineer - Medallia - [www.medallia.com](http://www.medallia.com)

Oct 2022 - Nov 2024

- Led feature development by coordinating with product, backend, and frontend teams to align on requirements and ensure delivery across all teams.
- Mentored junior and mid-level engineers providing guidance on best practices and code standards which contributed to higher team productivity and skill development.
- Implemented a comprehensive automated test suite to ensure application quality and stability reducing pre-release manual quality assurance testing time.
- Conducted code reviews to ensure adherence to coding best practices promoting clean and maintainable code.

### Software Engineer - Nurx - [www.nurx.com](http://www.nurx.com)

Apr 2021 - Aug 2022

- Implemented new application features after investigating, and writing technical specifications.
- Improved application responsiveness by contributing to application wide refactoring.
- Simplified developer workflows by automating environment setup using custom scripts.
- Contributed to engineering wide efforts to standardize and enforce code quality and consistency.

### Cloud Systems Engineer - Leica Geosystems - [leica-geosystems.com](http://leica-geosystems.com)

2016 - Apr 2021

#### TruView Enterprise / Cloud

[notredame.truview-cloud.com](https://notredame.truview-cloud.com)

- Integrated LDAP/Active Directory into the application creating a module incorporating Ldapjs.
- Automated the build process reducing errors and hands on time using Gulp and shell scripts.
- Created tools to streamline processing of language files reducing the hands on time from a couple hours to a few minutes.
- Improved the presentation of 3D markers by implementing a canvas texture map with scaling and color changing.
- Wrote a comprehensive set of API tests ( 283 of them ) using Mocha, Chai, Chai-http.
- Improved and upgraded overall code base to keep it current with rapidly evolving JavaScript standards.
- Implemented the Authorization Code Grant and Resource Owner Credentials Grant of OAuth2 protocol specification.
- Documented all public API endpoints using ApiDoc and published to a [documentation site \(restapi.truview-cloud.com\)](https://documentation.site(restapi.truview-cloud.com)).
- Provided customer support regarding the use of the SDK.

#### Cyclone-Cloud

[portal.cyclone-cloud.com](https://portal.cyclone-cloud.com)

- Architected and built the production servers and client apps for cloud infrastructure and microservices.
- Built Alerter module to handle email communications from all infrastructure and deployed service servers.

## Software Engineering Projects

[hiteshlala.com](https://hiteshlala.com)

- [Symmetry Sketcher](#) - Symmetric sketcher built using JavaScript, HTML5, and IndexDB.
- [Hexaflexagon Creator](#) - Hexaflexagon template creator built using JavaScript, HTML5, and IndexDB.
- [Asteroid Game](#) - A classic game recreated using JavaScript, HTML5, and CSS.
- [Tesselator](#) - Tool to create tessellated images with or without reflections built with JavaScript, HTML5, and CSS.
- [Bounce The Ball](#) - Visual simulation of two body collisions built with JavaScript, HTML5, and a custom vector algorithm.
- [Swat The Fly](#) - An interactive web game built with JavaScript and HTML5.
- [Fractal Exploration](#) - Web visualization of various fractals using JavaScript, HTML5, and HTML5 canvas.

## Education

- **Hack Reactor** | Advanced Software Engineering Immersive Program
- **Athens Technical College** | Associates in Electronics Technology
- **Georgia Institute of Technology** | M.S. in Applied Biology
- **Georgia College** | B.S. in Paleontology