

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

Cloud Systems Engineer - Leica Geosystems

2016 - Present

TruView Enterprise / Cloud

truviewglobal.leica-geosystems.com/welcome

- 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](#).
- Provided customer support regarding the use of the SDK.

Cyclone-Cloud

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.

Exhibits Designer - Matter of Trust

2014 - 2016

- Educated community by researching, designing and building educational exhibits showcasing sustainable technologies.
- Invented ways to repurpose waste material in order to reduce landfill volume and distributed kits to teach these methods to the community.

Software Engineering Projects

Pokemon Master Trainer - Software Engineer & Scrum Master

github.com/hiteshlala/pokemon-board-game.git

A web re-creation of a popular board game

- Utilized Socket.io to synchronize page-views between players in real time.
- Streamlined authentication by incorporating delegated login through Facebook using OAuth and Passport JS.
- Designed and implemented Mongo database schemas to maintain state using Mongoose ORM.
- Developed RESTful API routes to facilitate data update and retrieval to the database using Node and Express.
- Created front end views using Angular directives, CSS, and SVG to emulate board play and enhance user experience.

SettleUp - Software Engineer

github.com/hiteshlala/SettleUp

A party planner, cost distribution and payment tool

- Designed and built interactive data visualization using D3.js.
- Extended an inherited codebase to include data entry and persistence using Angular, Express and MySQL.

Other Projects

hiteshlala.github.io

- **Hexaflexagon Creator** - Symmetry sketcher and template creator using JavaScript, HTML5, and IndexDB.
- **Temperature Sensor** - Microcontroller based remote sensing tool with web application visualizer using ChartJs.
- **Sierpinski Triangles** - Web visualization using D3.js and jQuery demonstrating the iterative generation of this fractal image.
- **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.

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