

## 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

### Software Engineer - Nurx

Apr 2021 - Aug 2022

- Implemented new features to application 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

2016 - Apr 2021

#### TruView Enterprise / Cloud

[truviewglobal.leica-geosystems.com/welcome](https://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](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

### Pokemon Master Trainer - Software Engineer & Scrum Master

[github.com/hiteshlala/pokemon-board-game.git](https://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.

### Other 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.
- [Temperature Sensor](#) - Microcontroller based remote sensing tool with web application visualizer using ChartistJs.
- [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