MONIKA BHALLA

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SKILLS

Languages: Java, Kotlin, Swift, JavaScript

Mobile & Web Development: React Native, Android Studio, Xcode, HTML, CSS, PWA

Frameworks & Libraries: React, Angular, Express.js, Redux, SDK, MapKit, UIKit, Google Maps API

Databases: Firebase (Firestore and Realtime Database), MySQL, SQLite

Tools: GitHub, Visual Studio Code, Figma, Adobe XD **Soft Skills**: Problem Solving, Team Collaboration

EDUCATION

Post-Graduate Diploma in Mobile Application Development

Fanshawe College, London, ON 05/2024 – Present

GPA: 4.13/4.2 (Dean's Honor Roll)

Master of Computer Applications

Lovely Professional University, India 2014 – 2016

CGPA: 8.74/9

Bachelor of Computer Applications

Lovely Professional University, India 2011 – 2014

First Division

PROFESSIONAL EXPERIENCE

Web Designer (Intern), ZCC Groups, Chandigarh, India | 5 months

01/2016-05/2016

- Designed responsive websites with HTML, CSS, JavaScript ensuring mobile optimization.
- Collaborated on user interface design, enhancing UX across multiple projects.

Head of IT Department, Lord Mahavira Jain Public School, Phagwara, India

08/2017-04/2024

- Managed the school's website and digital presence, improving engagement.
- Led development of internal software applications and optimized the school database system.

VOLUNTEERING EXPERIENCE

Fanshawe Student Union Volunteer, Fanshawe College, London, ON

09/2024 - Present

- Organized events to promote student engagement.
- Assisted with IT support during workshops and digitized event feedback.

SIGNATURE PROJECTS

Location Sharing & FlowerMate Android Application (Group Project)

Technologies: Java, Android Studio, Google Maps API

- Developed an Android app for location sharing email/SMS and flower listing.
- Integrated Google Maps API for real-time location tracking and RecyclerView for displaying flower details.

Recipe Finder Website (Individual Project)

Technologies: HTML, CSS, JavaScript, Firebase

- Built an app to suggest recipes based on ingredients.
- Firebase integration for real-time syncing and offline data storage and also Mobile Responsive.

Game Mechanics iOS App (Individual Project)

Technologies: Swift, UIKit

- Developed a Hangman-style game with on-screen keyboard.
- Integrated dynamic game logic and implemented win/loss tracking.

CERTIFICATIONS

• Certified Kubernetes Administrator (CKA)

• Google Analytics Certification & Microsoft Certified: Azure Fundamentals

2024

2023