Manveer Bhangu

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EDUCATION

British Columbia Institute of Technology   *Burnaby, BC*
Diploma in Computer Systems Technology   *Jan 2015 – Dec 2016*
- Graduated with distinction
- Specialization in database
- Awarded Computer Systems Award in Database

SKILLS

Programming Languages: Java, C, C#, C++, HTML5, CSS3, PHP, JavaScript, JQuery, Git/GitHub
Frameworks: ASP .NET MVC 5, CodeIgniter, Bootstrap, WordPress
Databases: Oracle SQL, MySQL, MongoDB, Hive

EXPERIENCE

Vancouver Society of Children's Centre   *Vancouver, BC*
Web Developer   BCIT Industry Sponsored Student Projects (ISSP)   *Jan 2016 – May 2016*
- Worked in a team of 3 to create a WordPress site for a non-technical staff to update in the future.
- Created general page layout with custom HTML and CSS.
- Integrated a visual interactive map function to show all 14+ locations.

Spur Innovation Corp.   Vancouver, BC
Software Developer   BCIT Industry Sponsored Student Projects (ISSP)   Jun 2016 – Aug 2016
- Developed a custom bootloader for a dsPIC33E microcontroller in embedded C.
- Partitioned the memory to allow both the bootloader and the actual firmware file itself to reside on the chip at the same time.
- Ensured that the bootloader could not be overwritten when a new update is flashed on.
- Developed a simple android app that would push the new firmware to the microcontroller and flash the data.

PROJECTS

Video Town   *Ongoing*
- A movie rental web application that allows users to register and check out movies.
- Incorporates made up business rules and has unique roles such as customer or admin.
- Created API's to separate out client side from server side.
- **Technologies used:** HTML, CSS, C#, ASP .NET MVC 5, Entity Framework, Web API Framework, Bootstrap.

Circle Absorber   *Ongoing*
- Developed for the original Pebble smartwatch.
- A game where you control an orb and guide it to points by using the built-in accelerometer.
- **Technologies used:** CloudPebble, Pebble C SDK V4.

Snap'N'Draw   *Completed Dec 2016*
- An android application that allows the user to take a photo/select a photo from their phone and then draw on the photo with the option to then save the photo locally and/or share it on social media.
- Created the main drawing activity page and the saving functionality.
- **Technologies used:** Android Studio, Java.

Skippy's Gold   *Completed May 2014*
- Worked with a team of 4 to create a puzzle based maze game for Android phones.
- Used SCRUM to help keep us on track and participated in weekly sprints and discussions.
- Developed the pathing algorithm for how the path is generated.
- **Technologies used:** C#, Unity3D Engine

*** **All projects viewable at http://manu553.github.io/** ***