

## MANVEER BHANGU

## FULL STACK DEVELOPER

Skilled intermediate developer with 3+ years of broad experience in web development with Angular 2+ and Android development with both Xamarin and Android Studio with a willingness to learn and master Azure/Amazon AWS.

**Address:** Surrey, BC

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### KEY SKILLS

#### Front End

- Angular 2+, Bootstrap, Kendo UI
- HTML5, CSS3, SCSS, TypeScript
- XML, JSON, RESTful API

#### Back End

- ASP .NET 4, .NET Core 2+
- MVC, .NET Core Web API, Entity Framework
- LINQ, AutoMapper, SignalR
- C#, SQL

#### Databases

- MS SQL Server, Oracle, SQLite
- T-SQL, PL/SQL

#### SDLC

- Agile, Jira
- Object Oriented Programming, UML

#### Android Development

- Android Studio, Xamarin for Android
- Espresso testing
- Java, XML

### EDUCATION

Diploma in Computer System Technology (CST)

British Columbia Institute of Technology (BCIT)

01/2015 - 12/2016

Burnaby, BC

Bachelor of Technology in Computer Systems (Part-time)

British Columbia Institute of Technology (BCIT)

01/2019 - Present

Burnaby, BC

### WORK HISTORY

Full Stack Developer

CAMS Software

06/2017 - Present

Burnaby, BC

- Designed and developed an interfacing system between the on-board computer of a vehicle and an Android tablet to read vehicle information such as speed and GPS.
- Created supporting tools in Angular 6 that allows a user to track a fleet of vehicles in real time with the support of a breadcrumb mode on a map that shows the exact route a vehicle has taken saving the user multiple hours of phone calls and emails a day.
- Sorted, categorized, and summarized over 70 million records down to 250 thousand reducing reporting load times down from 15+ minutes to 5 seconds.
- Worked directly with clients to develop business requirements and convert those requirements into a workable design and then into actionable items in the form of Jira tickets.
- Gained backend experience by working with .NET Core and Entity Framework for our web API.

### SIDE PROJECTS

Skippy's Gold

- Memory puzzle-based game created for Android devices
- Developed a pathing algorithm that gets more and more complex as the game progresses.
- Created using Unity game engine