

Navjot Bola

(408) 599-8683 | navjotb1@gmail.com | <https://github.com/navjotbola> | <https://linkedin.com/in/navjotbola>

EDUCATION

San Jose State University

BS, Software Engineering

Expected Graduation Fall 2017

Overall GPA: 3.43

PROJECTS

Yelp Hoop

All viewable on <http://navjotbola.github.io>

Full Stack Web Developer

- Created a mock Yelp web application using a mongoDB, express, and nodeJS.
- Developed a secure back-end database to store user login information and website data.
- Used RESTful routes and JSON to refactor the back-end of the code.
- Developed the front-end of the application using HTML, CSS, Bootstrap and other JS Frameworks.
- Deployed the application on a local website.

Whiteboard

Java GUI

- Created a Whiteboard application that allows users to draw and resize shapes, text, and lines on a canvas.
- Used Java and XML to establish a client-server communication with threads, that displays a server canvas on multiple client canvas'. Designed proper tools for opening and saving as well.
- Developed using object oriented design principles on a Java GUI and MVC environment.

Key Sounds

Web Application- Frontend

- Created a JavaScript web game that send various animations based on pressed keys.
- Used Paper.js and randomization to send a circle object into to web window that slowly fades away.
- Implemented CSS3 to style the design of the application.

Connect Me

Java

- Created a Connect 4 multiplayer game that allows users to alter board size and change connection length.
- Developed using the Java model-view-controller GUI environment.
- Used object-oriented design principles to create a reusable and refactored code.

MyPOS

Java

- Created a Java point-of-sale system that is created using a user uploaded menu.
- Developed using the Java model-view-controller GUI environment to create various JButtons to represent menu items and panes to keep track of orders with a real-time price updater.
- Used a factory design pattern to handle credit-card verification.
- Used object-oriented design principles to create a reusable and refactored code.

AWARDS

Intel Rapid Prototyping Challenge V2 (REMI)

Santa Clara, CA

Software Engineer

03/2015 – 05/2015

- Developed a small scale android application that communicated codes between the application and a development board using Bluetooth technology.
- Followed the software prototype model to achieve the desired prototype.
- Presented the product in front of several Intel executives and audience members.

WORK EXPERIENCE

Best Buy

San Jose, CA

Computers Sales Associate

07/2013 – Present

- Responsible for selling and maintaining laptops, desktops, and related technologies.
- Provide wonderful customer service on a consistent basis.

SKILLS