

Navjot Bola

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EDUCATION

San Jose State University

BS, Software Engineering

Expected Graduation Fall 2017

Overall GPA: 3.468

EXPERIENCE

Cobe

Software Engineer Intern – Full Stack (UI/UX focus)

Cambell, CA

06/2016 – Present

- Developed a large-scale web application used by employees to manage company resources such as clocking in, time sheets, active projects, etc.
- Implemented over 15 web pages of the application from scratch, rounding to a few thousand lines of code.
- Used Angular.js, JavaScript, jQuery, CSS, HTML, Gulp and other libraries to create the front end of the web application.
- Managed the back-end data through a 4D database and used various REST endpoints.
- Used an angular ui-router to provide needed functionality for the web application.
- Developed an amazing UI and UX that gave users visually appealing web pages.
- Work closely along side a lead web developer to ensure products were being developed and shipped out to users correctly using an agile software development process.

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.

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)

Software Engineer

Santa Clara, CA

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.

SKILLS

Technical Skills: Java, HTML, CSS, JavaScript, Express.js, JQuery, Node.js, kendoUI MongoDB, REST, Swift, C,