# Nishant Mehta

San Francisco, CA | nishmeht7@gmail.com | (812) 606-0623 nishantmehta.herokuapp.com | www.linkedin.com/in/mrnishantmehta/

#### TECHNICAL EXPERTISE

Languages: Javascript, HTML, CSS, SQL

Frameworks: React, Redux, NodeJs, Express, jQuery, Sequelize, Socket.io, Phaser, Bootstrap

Testing Frameworks: Mocha, Chai, Jasmine

Databases: PostgreSQL, MySQL

Others: AWS, Heroku, Git, Github, Webpack, Babel, Unity, Wordpress, PhotoShop, Premiere Pro, Final Cut Pro

### **WORK EXPERIENCE**

Reveel, Chicago, IL - www.getreveel.com

*May 2015 – January 2017* 

Web Developer

- Created, styled and maintained website using HTML, CSS, Wordpress and Javascript
- Implemented barebones Wordpress theme and optimized plugin usage to decrease page load time by 45%
- Headed UX design, decreased number of screens for posting events from 22 to 16, increasing total posts by 20%
- Pitched and won at Fund Conference'16, presented at startup showcase Technori and WGN Radio 720 AM

University Information Technology Services, Bloomington, IN

October 2013 – October 2014

Technology Consultant

Intertec Systems, Dubai, U.A.E.

*May 2014 – August 2014* 

Software Development Intern

#### **PROJECTS**

E-Travlr - www.github.com/nishmeht7/E-Travlr

July 2017 - Present

e-commerce store connecting shoppers with travelers

**Personal Website -** nishantmehta.herokuapp.com | www.github.com/nishmeht7/heroNish

June 2017

personal website built and completely designed from scratch

**Arrow Storm -** arrowstorm.herokuapp.com | www.github.com/Mojotatan/Towerfall

*May 2017* 

online multi-player clone of popular steam game

- Created a multiplayer game using Phaser, Sockets in the front-end and Sequelize/Express/NodeJs on the back-end
- Used sockets to set up multiple real-time game rooms for up to 4 players/game
- Reduced latency by re-creating the real-time gameplay on clients and minimizing socket communication
- Created a map editor, which allows users to create, customize and compete on maps of their own design

**Ballers** - balers.herokuapp.com/home | www.github.com/Charlesincharge43/GraceShopperBallers

April 2017

basketball related merchandise e-commerce store

- Implemented using React/Redux on the front-end and Sequelize/Express/NodeJs on the back-end
- Setup authentication via local email/password and Google OAuth using passport.js
- Seamless process for adding to cart, billing, checkout and SendGrid API integration for automated notifications

Auto-Trivia App - www.github.com/nishmeht7/Auto-Trivia-

*April* 2017

online single and multi-player trivia game

Used React/Redux, Sockets on the front-end and Sequelize/Express/NodeJs on the back-end

## **EDUCATION**

# FullStack Academy, Chicago, IL

May 2017

Software Engineering Immersive - 4 month software engineering bootcamp

**Indiana University, Bloomington, IN** 

*May 2015* 

Major: BS in Informatics, Minor(s): Entrepreneurship & Marketing