NISHANT PURANIK

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Education

University of Western Ontario | SOFTWARE ENGINEERING *September 2023 – May 2027*

- Software Design, Algorithms & Data Structures, Scripting Programing Language Fundamentals, Digital Logic Systems, Software Construction, IVEY Accounting & Business Analysis

Experience

Software Engineering Intern | VERYON, United Kingdom *May 2025 - August 2025*

- Resolved 8–10 client-reported software issues daily for Tracking+, Veryon's flagship aviation fleet management platform, improving customer satisfaction and uptime
- Utilized advanced SQL skills to debug and optimize custom aircraft maintenance reports, querying and navigating large-scale enterprise databases
- Collaborated cross-functionally with development, QA, and product teams to triage bugs, prioritize fixes, and implement lasting solutions across modules
- Gained hands-on experience in issue lifecycle management, from diagnosing vague client problems to deploying tested resolutions within tight SLAs
- Built strong communication skills through regular client interactions, translating technical issues into clear solutions for non-technical stakeholders

Non-Revenue Vehicle Fleet Analyst Intern | Metrolinx GO Transit *May 2024 - August 2024*

- Developed a Python and Excel-based vehicle booking system, now used company-wide for NRV scheduling, increasing the efficiency of bookings by 38%
- Led the entire NRV bookings project, working with a team of senior colleagues, successfully optimizing the vehicle reservation process for internal use within my work term
- Analyzed fleet data using GeoTab software, aiding in vehicle performance tracking, and handled instillation/removal of GeoTab devices in NRV vehicles
- Helped manage the company's 407 transponder system and supported CVOR initiatives by handling fleet and trailer compliance records

Projects

Fantasy RPG Game – Unity C# Team Project *January 2025- March 2025*

- Led development on a Unity-based RPG game, designing and implementing 34+ C# classes for combat, inventory, dialogue, and player progression systems
- Created detailed UML diagrams (use case, sequence, class) to guide development and ensure modular, scalable architecture
- Collaborated using Git and GitHub, resolving complex merge conflicts and implementing version control best practices to maintain code quality in a multi-developer environment

Real Estate Management System – JavaFX Desktop Application *February 2025 - March 2025*

- Built a multi-user desktop app in JavaFX with secure login, role-based access, and housing data management via Derby DB
- Created detailed UML use case and sequence diagrams to guide development, reviewed by professional software engineers
- Designed and implemented distinct features for admins, realtors, buyers, and sellers, simulating real-world workflows in property management

Personal Portfolio Website – React, Tailwind, JavaScript *June 2025 – Present*

- Built and deployed a fully responsive portfolio using React and Tailwind CSS, showcasing projects, resume, and interactive components across devices
- Integrated a dynamic contact form via EmailJS and hosted the site through GitHub Pages, demonstrating frontend proficiency and modern web development practices

Technical Abilities

- Java, Python, Git, Javascript, HTML, CSS, MATLAB, C#, Onshape Design Certifications, Microsoft 365 Certifications

Soft Skills

- English, Hindi (conversational), Kannada (conversational), technical communication, cross-functional collaboration, team leadership, stakeholder engagement, product mindset, prioritization, and client interaction experience