

PURAV PUJARA

+1(438) 462-6989 ♦ Montreal, QC

papujara162@gmail.com ♦ [linkedin.com/in/purav-pujara](https://www.linkedin.com/in/purav-pujara) ♦ [puru888.github.io](https://github.com/puru888)

SUMMARY

Software Developer with a Bachelor's in Information Technology and a Post-Graduate Diploma in Programming and Internet Technologies. Specializes in developing dynamic web applications using Node.js, Express, React, and Java, I emphasize design guidelines and object-oriented principles for scalable and maintainable web applications. I excel in problem-solving, communication, and organization, ensuring security and quality in fast-paced environments. As a lifelong learner, I'm committed to staying current with emerging technologies and driving business-driven technical skills. With a proven track record in Web development during internships at Guaranteed Parts and H.n Techno, I'm now seeking a challenging role as a Software Developer.

EDUCATION

Attestation of College Studies (ACS), Programming and Internet Technologies Feb 2021 - Jul 2023
Universal College - Montreal, QC.

Bachelor of Engineering, Information Technology Jul 2016 - Aug 2020
Gujarat Technological University - Gujarat, IN

SKILLS

Programming Languages	Java, C++, C#, PHP, Go, Python, Dart, JavaScript
Web Development	HTML5, CSS3, Bootstrap5, JQuery, Express.js, React.js, Node.js
App Development	Android, Flutter
Database System	MySQL, SqlLite, Room, Postgresql, MongoDB
Other Relevant Skills	Agile/Scrum methodologies, Git/GitHub version control, J2EE, JSON, AJAX, Rest API usage and Docker containerization

EXPERIENCE

Web Developer - Intern Jan 2023 - Jul 2023
Guaranteed Parts *Montreal, QC*

- Collaborated with a team of 3 to develop and maintain Guaranteedparts' e-commerce website, improving site performance using Miva technology.
- Revamped 15+ website pages using HTML, CSS, JavaScript, and JQuery to enhance user interface and improve site speed, leading to an increase in user engagement.
- Developed new features using PHP scripts for Guaranteedparts' website, enhancing user experience and increasing daily traffic.
- Implemented on-page and off-page SEO strategies using Google Analytics, leading to an increase in organic website traffic, while also gaining experience with HTML/CSS adjustments for SEO optimization.
- Collaborated with the owner to gather requirements for a miva-based web application, providing regular status updates that led to timely completion of the project 10% ahead of schedule.
- Identified and resolved complex issues in a high-traffic website using JavaScript debugging tools, resulting in an improvement in overall site performance.

Java Developer - Trainee May 2019 - Apr 2020
H.N Techno *Gujarat, IN*

- Collaborated on a team to design and develop an e-commerce web application using Hibernate and J2EE technologies (Servlets, JSP, EJB, JDBC).
- Implemented complex business logic in Java for an e-commerce application which improved system efficiency.

- Developed and integrated RESTful APIs for a high-traffic e-commerce platform, improving data exchange efficiency and enhancing user experience.
- Independently built and optimized MySQL database queries for an e-commerce application, improving in data retrieval speed.
- Participated in rigorous code reviews and performed unit and integration testing for complex Java applications at HN Techno, resulting reduction in bugs.
- Implemented Agile methodologies and Git for version control in a team project developing a web application, resulting in improved code quality and an increase in development speed.

PROJECTS

Recify. Built Recipe Finder android application which is designed to make it easy for users to search, save, and access their favorite recipes. Built using the Spoonacular API and Room, the app provides a seamless experience for users to search for recipes based on keywords, view detailed instructions, ingredients and save their favorite recipes to their profile, and even follow step-by-step cooking instructions. ([Github](#))

Simon Game. Developed a fun and challenging web-based game where players must repeat random sequences of colors by pressing the pop-upped colored squares in the correct order. The game is built using Go-Lang for the back end and HTML, CSS, and JQuery for the front end. The game is fast-paced and addictive, with players advancing to higher levels as they successfully repeat longer and more complex sequences. ([Github](#))

Tic Tac Toe. Developed a Tic-tac-toe game that can play by two players on a 3x3 or customizable grid. The game requires players to take turns marking their designated spaces with either an X or an O, and the winner is determined by who can form a horizontal, vertical, or diagonal row of their designated marks first. This project aims to provide an enjoyable gaming experience while also promoting strategic thinking and problem-solving skills. ([Github](#))