

Ranjith Nori

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Experience

SOFTWARE ENGINEER (L4) | KISI | DEC 2019 - PRESENT

SOFTWARE ENGINEER (L3) | KISI | DEC 2018 - DEC 2019

- At Kisi Inc. we build and maintain a Cloud-Based Access Control System which handles millions of unlocks and shared keys world wide. We also provide features like surveillance and intrusion detection for our customers.

We primarily use React js, Redux for development and Cypress to write tests. We release every 2 weeks for over 3 lakh customers/1000+ businesses.

- Link to the website: <https://web.kisi.io>

SOFTWARE ENGINEER | IB HUBS | MAY 2015 - OCT 2018

- iB Hubs is a start up hub which provides end to end support to startups as well as develops a few interesting products of its own.

While at iB Hubs, I've been involved in the development and maintenance of 3 responsive web applications, 4+ static websites using React.js. We've also built 3 mobile applications using React Native for different startups supported by the company.

We had to port some of our mobile applications to Unity 3D for performance reasons. I also worked on that for around 3-4 months.

TECHNICAL TEAM MEMBER | MAKE THE WORLD WONDERFUL | MAY 2015 - MARCH 2019

- Make The World Wonderful is a civil society organization that aims to build harmony in the society. We primarily work with children and youth, because we believe that when equipped with proper values and skills, they have the power to bring about a positive social change.

As a volunteer at Make The World Wonderful, I've developed and maintained their website using React js, Redux, HTML5, SASS. I've also prepared support portals for the staff to update the website. The website contains features like campaigns, donations, curriculum of children, gallery, bill uploads for all expenses of the organization etc.

I've also developed a mobile application in React Native to support the campaigns run by the organization.

- Link to the website: <http://maketheworldwonderful.org>

INTERN | SYNIVERSE | JULY 2014 – DEC 2014

- Syniverse is a global company that provides technology and business services for a number of telecommunications companies as well as a variety of other multinational enterprises.

As an intern, my job at Syniverse is to prepare an Incident Report system to make lives easy for the Operations division at Syniverse. I developed it using technologies like jQuery and Bootstrap.

INTERN | IB HUBS | MAY 2014 – NOV 2014

- As it was a growing company back in 2014, my work primarily is to develop static websites for a couple of startups supported by the company. I've also developed a few responsive web pages displayed in an Android application of one of the startups supported by iB Hubs. I was also actively involved in various tasks related to management as well.

INTERN | BHARAT HEAVY ELECTRICALS LIMITED | MAY 2013 – JULY 2013

- I've developed an ASP .Net application which does pressure calculations needed for the valves of boilers developed by the company.

Other projects worth mentioning

iB Cricket (Android, iOS, Web)

Technologies used: React.js, Redux, React Native, Unity3D, C#, HTML5, Styled Components, Emotion etc

iB Cricket is a virtual reality sport offering the world's most immersive VR Cricket experience.

I've developed a mobile application supporting the VR game of iB Cricket. It contains features like player profiles, match schedules, field setting, bowling, tournaments, teams etc. I've also developed an app for the operators of the gaming hubs to register players, create and schedule matches and tournaments between players etc.

Adaptive Engine (For iB Hubs)

Technologies used: React.js, Redux, HTML5, SASS etc

- Adaptive Engine is an adaptive learning platform that makes world class education available and affordable to everyone. It addresses all the major challenges such as limited availability of quality trainers, infrastructure and the internet. With this solution, even the people in remote areas can access world class content in courses ranging from primary math to advanced technologies integrated with adaptive learning, micro-level assessment, and virtual labs.

I've worked on features like courses, exams, displaying contents of a course, notifications, different patterns of questions in an exam etc alongside other members of my team. I've also developed support portals for the non technical staff members to update the course content, prepare question papers for the exam etc.

Fabulyst (iOS app)

Technologies used: React.js, React Native, Redux

- I've developed the iOS app for a startup in the Fashion and apparel industry using React Native. It contains most of the features present in a standard e-commerce app like a list of Fashion products, user recommendations, favorite products of the user, swipe to like and dislike products, customer feedback interfaces, a basic chat module, cart etc.

Quiz app (iOS, Android)

Technologies used: Unity3D, C#

I've developed a multiplayer quiz game in Unity3D using C#. An instance of the client game also runs on the server end and stays in sync with the client. I've also developed a bot which plays with the user in single player mode.

Campaign App (For Make The World Wonderful):

Technologies used: React Native, Redux etc

- I've developed an app which is used by volunteers in different colleges to gather support for the campaigns run by Make The World Wonderful Society. It contains features like registration of a new supporter, login via OTP, login via Facebook etc.

Technologies & Tools

- React.js, Redux.js, JavaScript, Cypress, React Native, Node JS, Express, Mongo DB, C, Unity3D, C#, Git, Circle CI, Github Actions, Heroku, Python, HTML5, CSS3, SASS, LESS, AngularJS 1.x, jQuery, ASP .Net, Emotion, Styled Components, SEO, Bootstrap, Adobe Photoshop, JIRA, Java, SQL etc

Education

BIRLA INSTITUTE OF TECHNOLOGY AND SCIENCE, PILANI

B.E. (HONS.) COMPUTER SCIENCE (2011-2015)

- **Coursework:** Computer Programming, Data Structures & Algorithms, Design and Analysis of Algorithms, Database Systems, Object Oriented Programming, Operating Systems, Computer Networks, Compiler Construction, Theory of Computation, Discrete structures for Computer Science
- **Electives:** Parallel Computing, Cryptography, Network Programming, Data storage technologies & networks