

Siddharth Dungarwal

TECHNICAL EXPERIENCE

JUNE 2017 – PRESENT

Coding Blocks, Delhi

Software Developer Intern

Worked on their online judge named **Hacker Blocks**. I also built a **public chat room** using socket.io. Worked with **NODEJS, EmberJS and Postgress Stack**. Also added the support for NodeJS and C# in the online judge.

MAY 2017 – PRESENT

Coursera

Course Mentor

I am mentor for **Front-End JavaScript Frameworks: AngularJS** and **Front-End Web UI Frameworks and Tools**. As a Mentor I **support learners** by responding to questions and actively promoting healthy discussions in the course forums.

JANUARY 2017 – APRIL 2017

Coding Blocks, Delhi

Teaching Assistant

Helping around **50 students** in learning the fundamentals of programming, **Data Structures and Algorithms using C++**. My duties include preparation of assignment problems, helping students whenever they get stuck at any topic and also monitoring the progress of the students.

DECEMBER 2016 – PRESENT

Stanford Scholar Initiative

Directly Responsible Individual

As a DRI my responsibilities include Preparing research talks under **Stanford Scholar Initiative** with help of my team. I am also responsible for reviewing the work and assigning tasks and duties to other members in the team.

DECEMBER 2016 – PRESENT

Crazy Prof, Delhi

Android Developer

Developed **E-Learning** Android Applications for Subjects of Mechanical Engineering. Also created some MCQ Application for Previous Year Questions of GATE Exam using **Android Studio**.

APRIL 2016 – JULY 2016

Sociafluence, Delhi

Software Developer Intern

Developed the **CI processes** which mainly involved writing Unit and E2E tests. Also created an early prototype of the cross platform mobile application on **react-native**.

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EDUCATION

2014 – PRESENT **Bachelor of Technology in Information Technology**
MAIT, DELHI
Score: **74.64% upto 6th sem**

2012 – 2014 **All India Senior School Certificate Examination**
APEEJAY SCHOOL, DELHI
Score: **92.4%**

PROJECTS

- 2017 **FlipSide**
Developed a Simple 2D rhythm game using Phaser and Cordova. Currently it is over android play store.
- 2016 **AnswerMe**
Developed a just for fun trolling application made using **ionic Framework**. It is just like Peteranswers i.e answers all questions based on the secret code.
- 2015 **Testcase Generator**
Implemented a Testcase Generator in python to generate the (Input/Output) test cases for any programming problem.
- 2015 **Certificate Generator**
Created a python script used to generate the certificates with blank certificate template and an excel sheet having records of all persons as input. Made using **pillow and onpenpyxl** Libraries.
- 2014 **Bouncing Squares**
Developed a fully functional game built in python using **PyGame** library implemented all the required geometry and physics involved with the game.

SOFTWARE SKILLS

PROGRAMMING	C, C++, Java, Python, JavaScript
FRONTEND	AngularJS, EmberJS, ReactJS, Angular
BACKEND	NodeJS, Django, Flask
MOBILE	Android, Ionic, react-native
DATABASES	MYSQL, Postgress, MongoDB
OTHER	git, L ^A T _E X, MATLAB