SANDEEP JANGITY

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Objective

To understand deeper the transitive properties of modern web development and design on user value creation.

Experience

Lifelong Learner   **3/2019 – Present**
Full-Stack Javascript Engineer and User Experience Advocate
- Leveling up in the React-ES6 javascript ecosystem by learning from influencers that are giants in the space (Eric Eliott, Wes Bos, Egghead, and Dan Abramov)
- Joined the IDF organization and a local IDF chapter to develop my intuition for great design.
- Building my portfolio and blog using React SPA and React SSG technologies with design and code open-sourced for transparency and early feedback.
  - https://github.com/sjangity/sandeepjangity.co   (portfolio)
  - https://github.com/sjangity/letseatsoftware.com (blog)

Branch Time Technologies   **8/2015 – 2/2019**
Full-Stack Web and Python Developer
- Built a responsive web application with web push notification support deployed on the Heroku platform.
- Contributed to business strategy planning and created a semi-autonomous marketing workflow using Mailchimp, Mixpanel and Google Analytics.

Solo Product Entrepreneur   **7/2013 – 7/2015**
Full-Stack LAMP and iOS Developer
- Took product ideas from concept to live services leading to net conversions of 50,000 registered users.
- Built a PHP framework that supported JSON represented data models in MySQL with integration into a native iOS client that consumed Core Data and block-based asynchronous network communication.

Zynga   **10/2008 – 09/2010**
Senior Software Engineer, Mobile, PetVille, FarmVille
- Worked with a team of seasoned architects led by FarmVille's CTO and gained experience on scalability and distributed systems in an SRE role that supported 24/7 uptime on a 1000 server deployment stack.
- Oversaw server-side mobile architecture development and cloud technology adoption for 7 iOS games, over 25 releases – growing Zynga's mobile footprint by 200,000 users in 6 months.
- Reported to the VP of Engineering for providing POC development across skunkworks projects including (1) reverse-engineering and successfully porting Zynga's flagship game, Poker, to Tagged and Yahoo social networks, (2) and developing Zynga's first cross-promotional game bar which was instrumental in driving engagement during Zynga's early growth stages.

Education

05/2007   **Master of Science, Enterprise and Distributed Systems**
                               San José State University, San José, CA

05/2005   **Bachelor of Science, Computer Science**
                               San José State University, San José, CA