

Sukrit Chhabra

267-650-4017

sukrit.chhabra@drexel.edu

sukritchhabra.com

linkedin.com/in/sukritchhabra | github.com/sukritchhabra

Education

Drexel University

Bachelor of Science in Computer Science, Minor in Mathematics

Philadelphia, PA

Anticipated Graduation: June, 2016

International Centre of Applied Sciences, Manipal University

Bachelor of Science in Computer Science

Manipal, Karnataka, India

August, 2011 - June, 2013

Skills

Computing Languages: Java, C++, JavaScript, HTML5, CSS3, PHP, Python, C#, SQL, C, Assembly Language

Frameworks and Other Technologies: jQuery, Bootstrap, Github/Git, MongoDB, Adobe Photoshop, NXT

Experience

Web Developer and Research Assistant

Drexel University

Philadelphia, PA

March 2015 – September 2015

- Worked as part of the openHTML team within a research group led by Dr. Andrea Forte.
- Developer on the Snowball project - A WordPress plugin to create immersive articles on the web. Prototype design and implementation for Snowball and Mozilla's Webmaker Project.
- Developed modules and many other features of Snowball. (HTML, CSS, JavaScript, PHP)
- Snowball was also featured on the jQuery Blog.
- Research Assistant on the Nester Study and the Snowball workshop.
- Developed Snowball's website and documentation for developers to be able to contribute to the plugin.
- Led workshop on learning web technologies targeting families with young children as part of Explorer Sunday, during Philadelphia Science Festival.

Projects

Website – Co-Founder/Developer

[midnightjabber.com]

Philadelphia, PA

December 2013 - Present

- Created this service to provide standardized reviews and other info. of Movies, TV Shows and other media.
- Defined the idea/concept of the website and developed the front end of the website based on this idea.
- Developed console software in Java for data gathering from certain websites and cross platform code generation for the website.

Chess Game - Academic Project, Software Engineering

[github.com/sukritchhabra/chessGame-cs451]

Summer 2015

July 2015 – September 2015

- Developed a Chess Game which allowed two players to connect and play with each other remotely.
- Established and managed Git workflow to support Agile development.
- Development done in accordance with standard Software Engineering practices and proper documentation.
- Conducted testing of final deliverable in context of already specified requirements.

Tweety – A Twitter Game

[tweety.midnightjabber.com]

Philadelphia, PA

July 2015 – Present

- Developed a game where players have to match a celebrity to their tweet.
- Designed and developed front end of the game. Developed logic of the game and implemented it.
- Devised and created algorithms for efficient storage/retrieval to/from a database.
- Formulated and implemented a scoring algorithm to make the game more interesting.
- Used Twitter API to obtain celebrity information for the game and optimized interactions with Twitter.

Academic Project, Web and Mobile App Development

Developer/Team Member

Drexel University, 2014

January 2014 – March 2014

- Collaboratively developed an Android App with peers for the group project
- Developed interface and functionalities of the application.
- Worked on pitch, design process, configuration, development and testing of the app.