

Sukrit Chhabra

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Education

Drexel University

Bachelor of Science in Computer Science, Minor in Mathematics

Philadelphia, PA

Anticipated Graduation: September, 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, JavaScript, C++, HTML5, CSS3, PHP, C, Python, C#, SQL

Frameworks and Other Technologies: Node, jQuery, Bootstrap, Git/Github, 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 (different content types the plugin supports and the user can use) 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 workshops on learning web technologies targeting families with young children as part of Explorer Sunday, during Philadelphia Science Festival.

Projects

Diggly – Senior Design Project [In Progress]

[diggly.xyz]

Philadelphia, PA

September 2015 - Present

- A system that visualizes Wikipedia data based on relational content such as out-links and relatedness between pages.
- Currently formulating algorithms for calculating relatedness between Wikipedia pages.
- Developing the front-end to provide a user relational data as visual tools and not just numbers and/or text.
- Working with professors who are guiding us with, One, managing, storing and organizing Big Data, specifically that of Wikipedia, and Second on how Big Data can be effectively represented to a user based on research that has already been conducted in this field.
- The system is being developed using Python, MongoDB, JavaScript, CSS, D3, Angular. (and others)

Tweety – A Twitter Game

[tweety.midnightjabber.com] [github.com/MidnightJabber/twitterGame]

Philadelphia, PA

July 2015 – Present

- Developed a game (a web-app, using JavaScript, CSS, HTML, PHP and SQL) where players have to match a celebrity to their tweet.
- Designed and developed front end of the game. Formulated logic of the game and implemented it.
- Structured the databases and created algorithms for efficient storage and optimized retrieval on the front end.
- Formulated and implemented a scoring algorithm to make the game more interesting.

Chess Game – Academic Project, Software Engineering – CS 451

[github.com/sukritchhabra/chessGame-cs451]

Summer 2015

July 2015 – September 2015

- Developed a Chess Game (using Java, JavaScript, CSS and HTML) which allowed two players to connect and play a game of chess with each other remotely.
- Established and managed Git workflow to support and follow Agile development.
- Conducted testing of final deliverable in context of already specified requirements.