

PARDIP SINGH CHAGAR



CUBIC CORPORATION

LEEF ANDROID APPLICATION

GAMIFYING THE PROCESS OF TRACKING YOUR TRAVELS ON PUBLIC TRANSIT



Background

- Location: San Diego, California
- Project: Leef Android App
- Dates: June 27 - September 15 2016
- Position: Software Engineering Intern
- Goal: Create an Android application that took trip data and calculated a distance as well as graphical representations of a user's travel including maps and graphs. Gamify the content so that users will feel more compelled to use the application.

Key Achievement:

- Developed the full-stack for a gamified version of an Android transit/carbon-footprint tracker.
- Utilized my knowledge of the client, server and database services and was tasked with bringing all three together into a fully functioning application.
- Worked with an experienced graphic designer to create an elegant user interface and a fun user experience.
- Each part was not too tough to develop, the difficult part was making the client, server and database work in conjunction.

UCSD Connection

- Heavily utilized the skills gained from CSE 190:Mobile Programming with Ganapathy Chockalingam.
- This course provided me with the necessary skills to undertake the task of building a full-fledged Android application.
- We learned how to setup all parts of either an Android or iOS application and were given the freedom to choose our programming tools for each part of the application.
- This was the best class I have taken at UCSD and I would like to thank Ganz for being such a great teacher and preparing us for real-world software challenges.

Programming Stack (Languages)

