

Neelaksh Bhatia

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Languages: Java, Swift, JavaScript, C, C++, SQL, HTML5/CSS3

Frameworks: Android, GSON, SQLite, Redux, React Native, Firebase

Experience

Toronto-Dominion Bank - Mobile Developer

Jan 2018 - Apr 2018

- Developed **2** complete, consumer-facing **mobile apps** from **research** and **ideation** to **proof of concept**, iterating **weekly** based on user testing and meetings with business leads.
- Reduced **turnaround time** by **50%** for UI-intensive project by **pivoting** (in 3 days) from native iOS to concurrent iOS and Android development using **React Native**
- Integrated latest **ARKit** and **YOLO object detection** solutions to create unique **augmented reality** experiences for **Fintech**

Wattpad Inc - Web Development & Mobile Test Automation Engineer

May 2017 - Aug 2017

- Developed major backend features such as an improved **content review tool** for Story Administrators using **ReactJS** and **Ajax**, resulting in a **40% faster response time** to malicious behaviour
- Contributed towards the development of an **internal administrative tool** to **reduce time lag** in the company's creator support systems
- Automated **200+** iOS and Android tests using **Xcode** and **Espresso**, resulting in **improved user reviews** and a peak of **99.2% crash free sessions** on iOS

BitSmart - System Developer

May 2015 - Sept 2016

- Developed a **custom mapping software** using **relational databases** and the **Google Earth API**, resulting in **near instant** geo-coded lookup operations
- Introduced **agile project management strategies**, resulting in significant **productivity gains**

Projects

FindMyFriends++ - iOS

Apr 2018

- Utility app that enhances the features of the stock iOS app, FindMyFriends
- Draws a path from the user to their friends using **augmented reality**
- Worked with **ARKit 1.5** and **CoreLocation** to create an AR pathing system

Notey - Web/iOS/Android

Mar 2018

- All-in-one **Markdown/LateX** note-taking platform for students
- Created a custom **MD Editor** built on top of **Draft.js** using **ReactJS**
- Materialized a **UX flow** using **InVision**
- Integrated **DynamoDB** to create a scalable, **NoSQL** backend to store user data

Roome - Android

May 2017

- An intuitive app that smartly manages the day-to-day chores between roommates
- Implemented a **real-time chat** feature and **synchronized to-do-lists**
- Drafted mockups of the app's scenes using **Sketch** and **Google's Material Design** standard
- Worked with **Firebase** to create a simple backend system for user data

Nothing_But_Net - Java / Lua

Aug 2017

- An Arcade basketball mobile-game that uses a **custom-built physics engine** and **touch interface**
- Built in 48-hours with the **Lua scripting language** in a team of 2 programmers
- Uses **touch input** to draw physics-enabled paths in order to beat levels