**Shubham M Dholu**

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**https://shubhamdholu.netlify.app**

Extensive experienced Software & Game Developer with 5 years of experience. Aspiring Post Graduate Student at Fanshawe College. Game Development with Unity C# & Blender. CSR activist and a music enthusiast.

**Key Skills:**

Programming languages: JavaScript,Typescript, C#, HTML5, CSS3.

Framework worked on: React, Vue.Js, Angular7, Unity 3D, VB.Net, .NET Core.

Database: Firestore, SQL Server, MongoDB.

Tools: VS Code, Postman, Git, Jira, Blender 3D, Visual Studio, SQL Developer Tool, RSA Archer.

**Experience Summary:**

1. Experienced in web development projects following all agile events.
2. Awarded with “Stellar Team Award” for amazing performance in the team.

**3.** Game development on Unity Engine using C# along with Blender and level development.

**4.** Relevant Experience in Vue JS, React, JavaScript, Bootstrap, Vuetify, HTML5, CSS3, RESTful WEB services, SQL Server 2019, Oracle Applications, Game Logic and Level development.

**5.** Corporate Social Responsibility teaching English in Govt. School Pujanahalli, Bangalore.

**Project Highlights:**

**Project 1**

**Project Name:** Game Development

**Duration:**  11 Nov 2019 – 31 Aug 2021

**Technologies:** React, VueJS, Unity Game Engine, C#, Firestore, Redux

**Team Size:** 3 People.

**Role:** Front End Developer/Game web view Developer

**Responsibilities:**

We started this project right from the scratch, the first task was to evaluate the spec documents shared by the producers and come up with a Technical Design Document, I was the sole responsible person as far as the front end development of the whole Game was considered, Having dealt with the Design Doc, we started off with a POC of the mocks that were handed over by UX team postman was used to test api data for the POC, post POC as the logic was application was finalized and we started the development of the game. Below are some key highlights.

1) This was a mobile first development approach which was responsive to support all devices and platforms as well, we used Flexbox along with others to achieve this feat.

2) The gameplay, player data, game score etc were developed as a web-view which was finally integrated to the android .apk

3) Redux was used as the central state of the application.

4) Axios was used for handling the REST API data received from the backend. 5) Internal Game stats dashboard was made on Vue.Js.

6) Players had abilities to chat among each other (send messages, emojis, images etc) right from the web view where we used MQTT for real-time messaging and MongoDB to save the chats. 7) Added layer of player statistics tracking including Button Tap, Bonus collection, Chat messages etc.

8) No Media Queries were written to achieve the most efficient and fluid design across devices. 9) Post release of the first version, we reached out to the players to personally understand what they felt was lacking and modified the app based on the player feedback.

10) Git was used to control versions throughout the project.

**Project 2**

**Project Name:** Web Application Development

**Duration:** Jan 2019 - October 2019 Months.

**Technologies:** Reactjs, Redux, Axios, React Dashboard Vibe

**Team Size:** 4 People

**Role:** Front End Developer

**Responsibilities:**

1. Responsible for front end development of a Game server statistics dashboard. 2. Reactjs, Axios, Redux was majorly used on this application.

3. Vibe was used as the Dashboard components library.

4. Server stats were received in the form of REST Api which was handled by Axios. 5. Renewed the component structure and updated the legacy libraries used. 6. Scrum calls with the client for progress reports and requirement analysis. 7. Communicated with the design and content team on a daily basis for the inputs and reviews.

**Project 3**

**Project Name:** Website Application Development.

**Duration:** April 2018 - December 2018.

**Technologies:** Vue Js, JavaScript, HTML5, CSS3, Vuetify, Jira.

**Team Size:** 10 People

**Role:** Front End Developer

**Responsibilities:**

1. Responsible for front end development of a Chemical Industry web application. 2. We used Vuejs, Vuetify and VueX to sum up the front-end application and Fetch to handle API data.

3. We practiced Tree shaking to neglect the addition of unused Vuetify components and improve web-performance.

4. Followed all scrum events including daily stand-up calls, Retrospective meetings, Sprint planning and demo.

5. Scrum calls with the client for progress reports and requirement analysis.

6. Communicated with the design and content team on a daily basis for the inputs and reviews.

**Project 4**

**Project Name:** Website Application Development.

**Duration:** Oct 2017 - March 2018

**Technologies:** ReactJS, JavaScript, HTML5, CSS3, Bootstrap.

**Team Size:** 13 People

**Role:** Front End Developer

**Responsibilities:**

1. Was part of a 4-member team to make a dynamic website.

2. Developed reusable components to minimize the build size and enhance performance as this was a profoundly customer facing application.

3. Designed web components from the specs shared by the business development team. 4. Indulged in development and deployment full cycle.

5. Conducted scrum events including daily stand-up calls, Retrospective meetings, Sprint Planning and Demo.

**Project 4**

**Project Name:** Website Application Development.

**Duration:** Feb 2017 - Oct 2017

**Technologies:** Angular, JavaScript, HTML5, CSS3, Bootstrap, Joomla, JIRA

**Team Size:** 20 People

**Role:** Front End Developer

**Responsibilities:**

1. Responsible for front end development of a Major US Bank customer.

2. Angular 7 with the latest design principles was used in this project.

3. Fetch was used to handle API data.

4. Developed web components based on the design document and delivered on timelines. 5. Followed Agile methodology along with scrum events including daily stand-up calls, Retrospective meetings, Sprint planning and demo.

6. Unit testing and bug tracking along with fixing post development and UAT phase.

**Project 5**

**Project Name:** GRC Development by Archer tool

**Duration:** 12 Months.

**Technologies:** JIRA, RSA Archer, Selenium C#

**Team Size:** 20 People

**Role:** Front End Developer

**Responsibilities:**

1. Responsible for GRC application development for a Major US bank customer. 2. Used RSA Archer application for the GRC development.

3. Followed Agile methodology and all scrum events.

4. Designed and developed web components based on the existing requirement documents. 5. Daily calls with the client for progress reports and requirement analysis.

6. Unit testing and bug tracking along with fixing post development and UAT phase.

**Education:**

**College**

**Bachelor of Science:** 2013-2016

**Computer Science:** 7.23 CGPA

**University:** S.P University, Vallabh Vidyanagar, Gujarat.

**High School**

**12th HSC:** 2013

**Science:** 57.48%

**University:** Shree Gattu Vidyalaya, Ankleshwar, Gujarat.

**School**

**10th SSC:** 2011

**Science:** 89.58%

**University:** Shree Gattu Vidyalaya, Ankleshwar, Gujarat.

**Personal Github:** <https://github.com/zeroonedev1>

**Personal Game Developed:**

1. https://zeroonedev1.itch.io/dr-drake-ramoray

2. https://xsoodx.itch.io/mad-mechs

3. https://xsoodx.itch.io/robro

**Personal Details:**

**D.O.B:** 22nd May 1995

**Marital Status:** Unmarried

**Address:** 317 Painted Post, Toronto, Ontario - Canada

**Languages:** English - Expert

**:** Hindi - Expert

**:** Gujarati - Expert