

Dev Nalwa

FULL-STACK DEVELOPER

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Education

Grinnell College | B.A. Computer Science & Statistics

Grinnell, IA

RELEVANT COURSES:

Aug. 2016 - May 2020

- Object-Oriented Design • Data Structures & Algorithms • Artificial Intelligence • Discrete Structures • Data Mining • Analysis of Algorithms • Software Development & Design • Statistical Modelling • Operating Systems & Parallel Algorithms

Skills

Languages: C# • JavaScript • Python • HTML5 & CSS3 • SQL • R

Technologies: .NET Framework (WebForms) • .Net Core (MVC) • AWS • Umbraco • MongoDB • MassTransit • Identity Server • ActiveMQ • Git • React.js • Node.js • Firebase

Tools: MS Visual Studio • MS SQL Server • ANTS Performance Profiler • Postman • LLBLGen Pro • Redis • Docker • Jenkins • JIRA • Confluence • Fiddler • Unity

Related Experience

Thatcher Technology Group | Full Stack .Net Developer

Naperville, IL

NEW PRODUCT DEVELOPMENT

Jun. 2021 - Present

- Actively developed new software in a **microservices** architecture, utilizing user-facing **RESTful API** endpoints that interact with business logic asynchronously through service bus architecture.
- Created an abstracted repository layer that mediates code access with databases through SQL-based entities, generated using **LLBLGen** definition reverse-engineering.
- Implemented service bus message auditing through **AWS Lambdas** reading from active queues to store in a **MongoDB** instance, using **C#** reflection to separate records into distinct message type collections.
- Developed using the latest **.NET Core MVC** frameworks, utilizing **C#** & integrating **Umbraco CMS** to create a web application with data sourced exclusively through API endpoints.
- Designed and built the base views and partials for the website using **Razor** syntax, **CSS** and **JavaScript**.
- Utilized **Git Version Control** to maintain source code via feature-based branching, CI/CD pipelines, and merge request-based merging.

Thatcher Technology Group | .Net Developer

Naperville, IL

E-COMMERCE PLATFORM MAINTENANCE & DEVELOPMENT

Oct. 2020 - Jun. 2021

- Wrote and maintained a **.NET Framework Web Form** E-Commerce application & website solution, written in **C#**, for custom shopping experiences for clients in **8+ countries** and commissions for individual sales representatives.
- Collaborated with external teams, clients and integrated with 3rd party software solutions through the design and implementation of **RESTful APIs**.
- Implemented functionality for various **payment processor gateways** such as Nexio, Braintree, and PayPal.
- Automated our manual order edit process by designing & developing a **custom RESTful API** that handled product/sku changes, new payments, applying valid discounts, calculating tax and submitting order, reducing time spent by CSRs by **over 70% per order**.
- Utilized tools such as **ANTS Performance Profiler** to analyze code metrics and identify potential inefficiencies in database calls and code runtime, improving load times of pages with heavy data from **5000ms to 200ms**.
- Developed complex **Stored Procedures** for quicker heavy data retrieval and improved efficiency of **SQL queries** using tools such as **SQL Server Profiler** for performance tuning, tracing query inefficiencies & general optimization.
- Managed source code maintenance, merged changes, and versioned with branching, utilizing **Team Foundation Server** version control.

Projects (On Github)

Amazon Clone

FULLY FUNCTIONING E-COMMERCE PLATFORM (HTTPS://CLONE-F2299.WEB.APP/)

Sep. 2020

- Built a progressive web application utilizing **React** for the front-end and **Node** and **Express** for the back-end.
- Created a register page with **authentication** functionality by integrating **FirebaseAuth** and **Cloud Functions**.
- Deployed website on **Firebase** with it also handling the database in real time such as user order details.
- Integrated **Stripe API** in order to support checkout process with payments.

STATGAMES: Making Data Driven Decisions | Game Development

Grinnell, IA

UNDERGRADUATE RESEARCH PROJECT AT GRINNELL COLLEGE, BACKED BY THE NSF

May 2019 - Aug. 2019

- Engineered a **multi-level**, story based **3D car racing game** utilizing **Unity** and its **3D physics engine**.
- Designed every aspect of the game including cars, engines, tires, and tracks using scripts written in **C#** and integrated **AI controlled cars** using custom way-points.
- Implemented a visual data page with **interactive** graphs/plots and various filters by displaying game data that is sent to a **MySQL database** on **cPanel** in real time and can be viewed/downloaded.
- **Improved** overall car speed by **24%** with a top speed of 150/mph by running **ANOVA** on different attributes to determine what effected car speed most significantly.