

Parth Dalal

Front-End Software Engineer

parthdalal.com

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SUMMARY

Versatile software engineer currently focused on front-end development using a modern workflow. Skilled in:

- Understanding and implementing features in all their visual and functional nuances
- Identifying significant and subtle interface issues and proposing creative solutions
- Learning new technology stacks quickly and staying up to date
- Working with the latest JavaScript frameworks and libraries
- Editing and optimizing multimedia (images, audio, video)

SELECT SKILLS

Front-End: HTML5, CSS3 (and preprocessors), JavaScript ES6, jQuery, AngularJS, PHP, WordPress, Gulp, Git

Other: C# (with WinForms, WPF, and ASP.NET), Adobe Photoshop (Images), Sony Vegas (Video)

EXPERIENCE

Co-Founder / Developer, Nisuboy LLC (nisuboy.com) – Stillwater, OK (Jan 2014 – April 2016)

- Designed and developed a mobile game using Construct 2 and JavaScript and ported it to Android and iOS.
- Developed a JavaScript plugin that integrated a cloud building service API to access native mobile device features.
- Developed GUI tools in C# to help with streamlining workflow for asset management and code integration.
- Worked with a teammate (UX designer) to implement interface designs and conduct user testing.
- Analyzed user interaction in several stages to optimize user experience and ensure customer satisfaction.
- Applied agile techniques to manage new features, design changes, and bug fixes.

Software Engineer (Security Cleared), L-3 Communications – Greenville, TX (June 2011 – Jan 2014)

- Developed web-based tools and desktop software using C#, ASP.NET, SQL Server, PHP, JavaScript, and more.
- Designed and developed components of a front-end database management tool using C#, ASP.NET and SQL Server.
- Designed and developed a GUI-based tool in C# to render documents using diverse input parameters.
- Developed an integrative log collection tool to collect, synchronize, and send logs for computers on a network.
- Wrote user and technical documentation and mentored co-workers in improving poorly designed documentation.

Software Engineering Intern, ICx (FLIR) Nomadics – Stillwater, OK (May 2010 – May 2011)

- Developed animated GUI components in C# with WPF and XAML.
- Wrote UI components to represent and control physical devices in remote locations.
- Worked with a graphic designer to implement new designs and features.

Research Assistant, Oklahoma State University Computer Science Department – Stillwater, OK (April 2009 – July 2009)

- Authored an approach on using the mouse-keyboard system as an advanced MIDI controller.
- Worked on a research project on using rapid game development to teach programming concepts.
- Designed a VST plug-in for digital audio workstations to aid in creating microtonal music.

EDUCATION

Oklahoma State University – Stillwater, OK

Bachelor of Science in Computer Science: *May 2011*

GPA: 3.62 (on a 4-point scale)

PERSONAL

Interests include: *Web Design, Game Development, Writing, Music Production, Guitar and Piano, Mindfulness*

Studied at an international school in Bangalore, India for 2 years