PURAV PUJARA

+1(438) 462-6989 ◇ Montreal, QC

puravpujara162@gmail.com ◇ linkedin.com/in/purav-pujara ◇ puru888.github.io

EDUCATION

Attestation of College Studies (ACS), Programming and Internet Technologies — Sep 2021 - Sep 2023
Universal College - Montreal, QC.

Bachelor of Engineering, Information Technology — Jul 2016 - Aug 2020
Gujarat Technological University - Gujarat, IN

SKILLS

Programming Languages	Java, Javascript, C++, C#, Python
Web Technologies	HTML5, CSS3, Bootstrap, JQuery, Php, Asp.Net
	Express.Js, React.Js, Node.Js
Database Technologies	MySql, Sql, PostgreSql, MongoDb
Other Relevant Skills	Agile/Scrum methodologies, CI/CD, Git, GitHub,
	Json, Ajax, Npm, Docker, AWS, Unit Testing

EXPERIENCE

Web Developer - Intern — Jan 2023 - Jul 2023
Guaranteed Parts — *Montreal, QC*

- Collaborated with a team of 3 to develop and maintain Guaranteedparts' e-commerce website, improving site performance using Miva technology.
- Revamped 15+ website pages using HTML, CSS, JavaScript, and JQuery to enhance user interface and improve site speed, leading to an increase in user engagement.
- Developed new features using PHP scripts for Guaranteedparts' website, enhancing user experience and increasing daily traffic.
- Implemented on-page and off-page SEO strategies using Google Analytics, leading to an increase in organic website traffic, while also gaining experience with HTML/CSS adjustments for SEO optimization.
- Collaborated with the owner to gather requirements for a miva-based web application, providing regular status updates that led to timely completion of the project 10% ahead of schedule.
- Identified and resolved complex issues in a high-traffic website using JavaScript debugging tools, resulting in an improvement in overall site performance.

Full Stack Developer — May 2020 - Oct 2021
CNET Technologies — *Gujarat, IN*

- Worked on an e-commerce website for interior and exterior decor materials, utilizing the MERN stack (MongoDB, Express.js, React, Node.js). Implemented a shopping cart to support over 60,000 products, enhancing site usability and customer experience.
- Built a platform for connecting users with professional architects and interior designers. The platform provides over 15,000 design ideas, aiding users in finding and collaborating with design experts.
- Focused on the practical aspects of web application development, ensuring the reliability and user-friendliness of projects.
- Collaborated with team members to plan, execute, and finalize projects according to specifications and deadlines.

Java Developer - Apprentice — May 2019 - Apr 2020
H.N Techno — *Gujarat, IN*

- Collaborated in the design and development of an e-commerce web application utilizing Java, J2EE, Hibernate, Servlets, JSP, and JDBC, focusing on enhancing user experience and operational efficiency.
- Led RESTful API integration to improve data exchange and application responsiveness, utilizing Java for complex business logic implementation that boosted system efficiency.
- Enhanced database performance by optimizing MySQL queries, resulting in faster data retrieval and improved application speed.
- Adopted Agile methodologies and utilized Git for effective version control, contributing to faster development cycles and higher code quality.

PROJECTS

Recify. Built Recipe Finder android application which is designed to make it easy for users to search, save, and access their favorite recipes. Built using the Spoonacular API and Room, the app provides a seamless experience for users to search for recipes based on keywords, view detailed instructions, ingredients and save their favorite recipes to their profile, and even follow step-by-step cooking instructions. (Github)

Simon Game. Developed a fun and challenging web-based game where players must repeat random sequences of colors by pressing the pop-upped colored squares in the correct order. The game is built using Go-Lang for the back end and HTML, CSS, and JQuery for the front end. The game is fast-paced and addictive, with players advancing to higher levels as they successfully repeat longer and more complex sequences. (Github)

Tic Tac Toe. Developed a Tic-tac-toe game that can play by two players on a 3x3 or customizable grid. The game requires players to take turns marking their designated spaces with either an X or an O, and the winner is determined by who can form a horizontal, vertical, or diagonal row of their designated marks first. This project aims to provide an enjoyable gaming experience while also promoting strategic thinking and problem-solving skills. (Github)