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Singharaj Usai

Fullstack Web Developer with Social Media background. Skilled in Social Media Branding and Content Creation.

EDUCATION

Grand Valley State University *Aug 2023 - May 2025*
Bachelor of Science, Information Systems

edX Coding Boot Camp *May 2022 - Nov 2022*
Certificate of Completion, Coding Boot Camp

Eastern Gateway Community College *Mar 2020 - May 2022*
Associate of Applied Business, Business Management

TECHNICAL SKILLS

- **Programming Languages:** JavaScript, Lua, PHP, COBOL, Python
- **Frameworks and Libraries:** Node, React, Tailwind, Bootstrap, jQuery, Lapis, Phalcon, MySQL, MongoDB, Firebase
- **Creative Design Software:** Adobe Photoshop, Adobe Illustrator, Magix Vegas Pro, Blender, 3dsMax, WordPress

EXPERIENCE

Revature *(Contracted to Bank of America)*
Software Development Apprenticeship *Aug 2023 - Nov 2023*

- Improved user experience on the Bank of America mobile banking app using Pegasystems, Babel, and Workbox PWAs to optimize compatibility across devices, allowing improved support for over **100,000+ older mobile devices**.
- Collaborated with QA teams to do thorough testing to identify and resolve bugs to deliver high-quality products.

YouTube
Content Creator *Oct 2015 - Present*

- YouTube creator with a total of over **3 million subscribers** combined on multiple channels focusing on producing content for a kid-friendly audience on the Roblox platform. Gained an average of over **500,000+ total views** per month.
- Partnered creator with Union for Gamers MCN (Multi-Channel Network) to gain sponsorships and creator networking.
- Experienced in using Adobe Photoshop and Magix Vegas Pro software to produce video content and thumbnail designs.

PROJECTS

Build and Race

- Developer of a sandbox building game known as Build and Race on the Roblox.com platform, with the goal to revive a niche that was once popular from 2010-2017. Experience has a total of **80,000+ plays** and **200+ favorites**.
- Experience was created using object-oriented Lua to develop complex player interactions, such as allowing support for multiple save slots to allow players to save and load their creations with their progress intact.

Pokemon: Project Bronze

- Developer of Pokemon: Project Bronze, a game revival project on Roblox.com, running since 2019 with the goal to recreate a legacy experience on the platform with an average of **4,000 DAUs** (Daily Active Users). The game was built using the Lua programming language, and uses NoSQL (Firebase) database to store over **100,000,000 players'** progress and data.
- Created a Discord community server with over **300,000 users**. Learned how to manage, market and communicate with users, and receive user feedback and bug reports for the game.

WeCommerce

- WeCommerce, which is my Coding Boot Camp capstone project **built in 5 days** using Agile sprints best practices and MVP, is a fully functional e-commerce website built with JavaScript, React.JS, and Bootstrap CSS for the front-end user interface, GraphQL for the back-end APIs, and NoSQL (MongoDB) for the database, deployed to the web using Render.
- Used PWAs like Workbox for optimization and Webpack to be downloadable like a native mobile application.

Car-rental-app

- Created a front-end car rental app website using JavaScript, React.JS, and Tailwind CSS.
- Open sourced the project with over **10 GitHub stars** for others users to make contributions.