Adnan Gulegulzar

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TECHNICAL SKILLS

- Good knowledge about AWS Cloud and OOPs
- Conceptual knowledge in Cloud Infrastructure services and Components
- Proficient in IAC Strategy and Cloud Native Architecture Design
- Pipelines and automations (Azure Pipelines or any other YAML scripted pipeline)
- Skilled in scripting languages, predominantly, Python
- Accustomed with Software Engineering principles
- Experience in working under teams following SCRUM methodology

EDUCATION

Master of Applied Computing   Jan 2022 - Present
University of Windsor, Windsor, ON, Canada

Bachelor of Technology in Computer Science and Engineering   Jul 2016 - Jun 2020
Vellore Institute of Technology, Vellore, Tamil Nadu

EXPERIENCE

Cloud Software Developer Co-op   Jan 2023 - Aug 2023
Caseware Canada, Toronto, Ontario
- Developed in core C++ for an MFC Desktop application **Working Papers** which involved analyzing and scripting with a codebase of over 1.5 million lines and an average age of 15 years.
- Migration of client firms between servers due to low storage capacity on old systems.

Enterprise Software Engineer   May 2021 - Nov 2021
Wolters Kluwer ELM Solutions, Chennai, Tamil Nadu
- Developed an OOP solution to automate cloud infrastructure CRUD using python SDKs for varied technologies including cloud providers, Kubernetes and Redis among others.
- Designing architecture for a complete IAC solution to migrate from using AWS CloudFormation to Terraform.

Associate Infrastructure and Operations Analyst   Jan 2020 - May 2021
Wolters Kluwer ELM Solutions, Chennai, Tamil Nadu
- Contributed on automation of cloud infrastructure provisioning and management, utilizing corresponding python SDKs

CERTIFICATES & TECHNICAL TRAINING

- AWS Certified Solutions Architect Associate - Link to Badge
- Microsoft Certified: Azure Fundamentals - Link to Badge

ACADEMIC PROJECTS

Linux From Scratch   Apr 2019
Vellore Institute of Technology, India
- A custom linux flavor built from scratch following "Linux From Scratch" book, resulting in a bare minimum functional linux kernel

Soccer Redemption   Mar 2016
Navrachana Sama, Vadodara
- A complete playable soccer game as a group project (Role- Graphics) in C++ language in Turbo C++ IDE
- [Github Link](#)

Scam Messiah   Feb 2015
Navrachana Sama, Vadodara
- An intuitive graphic implementation of basic Hangman game as a group project (Role-Graphics and game logic) scripted in C++ language in Turbo C++ IDE

PERSONAL PROJECTS

Ptick-Ptock   May 2022
Windsor, ON
- As a personal project while pursuing my Masters, I created a simple Python library focusing on calculating elapsed time between a starting and ending point in a python script. It's not something new or unique but it helped me learn how to build a complete python library from scratch.
- [Github Link](#)
- [PyPi Link](#)

CODING COMPETITIONS

First   Oct 2019
Vellore, India
- Event: DevJams 2019 (Hack-a-thon)
- Project name: Tardigate
- Scripted an application-level firewall with deep packet flow inspection and real time random forest classification
- [Github Link](#)

HOBBIES

- Fascination in learning new technology (currently Kubernetes and Golang)
- Working on Calisthenics and body weight training.
- I am good at FIFA; challenge me.
- Recently ventured into the stock market.