**GITALI RAKSHAK** **gitalirakshak007@gmail.com**

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**SUMMARY**

* **2 years** of **IT** experience in Analysis, Design, Development, and Integration and full **SDLC** of AR/VR softwares
* Worked with a product-based company, where I got opportunity to explore new technologies – **React**, **THREE.js, A-Frame** with JavaScript, JQuery, HTML, CSS and PHP
* Experience in Unity3D platform where I developed services in Gaming area
* Good knowledge of  **HTML,CSS, JavaScript, JQuery, React.js, NodeJS, SQL.**
* Exceptional ability to learn and master new technologies

**EDUCATION**

**M.S. – MSITM Program at Campbellsville University, USA** 2019 - 2020

Project management, Cyber security, Management Information System, Information System Infrastructure.

**M.S. - Computer Science and Technology at University of Nagpur, India** 2013 - 2015

Courses: Data Warehousing & Mining, Mobile Computing, Operating System, High Performance Computer Architecture, Multimedia System, Advance in Algorithm, TCP/IP & Internet, Advance Digital Image Processing

**B.S. - Information Technology at University of Nagpur, India**  2008 - 2012

Courses: Algorithm in Data Structure, Computer Architecture and Organization, Theory of Computation, Object Oriented Methodologies, DBMS, OS, Computer Networks And Security, AI, Web Technologies and Mobile Communication

**TECHNICAL SKILLS**

* **Programming Skills:** HTML, CSS, JavaScript, JQuery, Bootstrap, PHP, SQL, THREE.JS, A-Frame, C++, C#.NET
* **Softwares & Platforms:** Eclipse, Windows

**PROFESSIONAL EXPERIENCE**

**Front End Web-Developer at Flying Penguin, Nagpur, MH, India –** Ionic Dec 2017 - Jan 2018

* Worked as a frontend developer on HTML, CSS, JavaScript, JQuery, bootstrap
* I got opportunity to explore Ionic framework and NodeJS

**Full-Stack Developer at Buzzinga Labs, Nagpur, MH, India –** Unity 3D, THREE.js, A-FRAME Aug 2016-Oct 2017

* Worked on a product related to virtual reality using THREE.js, A-Frame
* Led the team and trained interns; Worked on frontend technologies - HTML, CSS, JavaScript, JQuery, bootstrap, PHP
* Worked on Unity 3D to design games
* Manual testing and documentation

**ACADEMIC PROJECTS**

**Networking – Optimized path finding technique using Ant Colony Algorithm** Aug 2014-Aug 2015

* Performed analysis of different shortest path finding algorithms
* Designed an efficient road network optimized *k*-nearest-neighbor query verification technique which utilizes the network Voronoi diagram and neighbors to prove the integrity of query results
* Used Ant Colony Algorithm to find shortest path for location-based service

**Electronic Medical Record** Aug 2011 – Mar 2012

* Created desktop application to maintain all the medical record electronically and performed analysis of large medical record data. Implemented modules like Schedule appointments, maintain patient history, e-billing etc.
* Minimize paper work and made record reliable and durable

**AWARDS AND ACCOMPLISHMENTS**

* Paper published in International Journal of Computer Sciences and Engineering “A Review on an Optimized path finding on Road Network using ant colony Algorithm”. Vol.-2(3), PP (26-29) Oct 2014, E-ISSN: 2347-2693
* Paper published in an international Journal of Engineering & Technology “Determining shortest path on road network using Ant Colony Algorithm: A Survey” Vol-1 No-1