

SRINIVAS ABHINAY JANGATI

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Full Stack Software Developer, with 3 years of experience in **Web Application Development** with strong programming and analytical skills. Hands-on experience in programming with object-oriented languages Java & C#, frameworks like Spring/Hibernate/AngularJS, web scripting, database, developing multi-cloud applications in AWS and GENI and building user friendly GUI using AngularJS, Bootstrap, HTML 5 and CSS.

EDUCATION

Master of Science – Computer Science University of Missouri – Columbia, Missouri, USA	Jan 2016 – Dec 2017 GPA: 3.71
Bachelor of Technology – Information Technology Jawaharlal Nehru Technological University – Hyderabad, India	Sep 2008 – May 2012 GPA: 3.5

WORK EXPERIENCE

Database Programmer Analyst at University of Missouri- Columbia – Columbia, Missouri Aug 2016 – May 2017

- Designing and developing .NET based solutions using C#, ASP.NET, ASP.NET MVC
- Developed Web Services and rich UI, based on resource-oriented architecture using C#, HTML5, Javascript, CSS
- Built class libraries and developed product critical stored procedures in SQL Server
- Working knowledge of Agile methodology for application development

Senior Software Engineer at Infosys Limited – Hyderabad, India

Apr 2013 – Jan 2016

Anti-Money Laundering and Fraud Management System (AML-FMS)

- Product Development in J2EE using Spring MVC framework, Hibernate and PL/SQL
- Designed and developed UI using CSS, JSP, jQuery and HTML
- Conducted unit testing of the developed modules
- Internationalized the application to support different languages

RevSym

- Product development in Java, JDBC and supporting both on premise and cloud platform for storing data
- Design and development of ReST APIs to integrate with front end
- Developed user friendly GUI using AngularJS, Bootstrap and HTML5
- Unit testing to check product quality

ACADEMIC PROJECTS

TeenFit Tracker - A Cloud based FitBit Application for fitness tracking of high school students

- Developed UI and business logic in AngularJS on a Content Management System called PencilBlue
- Developed product critical score calculation module that enabled application integration with existing grading systems
- Designed a highly scalable, performance oriented and cost-aware application architecture for cloud hosting on AWS
- Tested performance and built a cost model for the application to be hosted on the cloud

OnTimeSocial – A Cloud-Networked Social Portal for Virtual Reality Learning Environments

- Developed a cloud-based framework which add social features by providing a collaborative environment to share and contribute to the Virtual Reality Learning Environment (VRLE)
- Programmed Session Tracking module which enabled the framework to analyze data and track user responses on the VRLE. Enabled the framework to interact with various IOT devices like FitBit, HTC Vive, Kinect, Emotiv etc.
- Created Virtual Reality content using High Fidelity and Unity game engine
- Implemented a meeting room concept which enables VR users to interact dynamically over the cloud

Student Course Registration

- Designed and developed a registration portal using JAVA, JDBC
- Developed ReST APIs using Jersey which helped in effective integration with front end
- Developed user-friendly GUI using AngularJS, CSS and Bootstrap
- Performed Unit Testing using TestNG

TECHNICAL SKILLS

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| • Programming Languages | : Java/J2EE, C#, C |
| • Web & Shell scripting | : HTML, CSS, JavaScript, Bootstrap, AngularJS, PHP, XML, Web services (SOAP, ReST), JAXB, JSON, UNIX Shell Scripting |
| • Software API & Frameworks | : Spring MVC, Hibernate, Microsoft Suite |
| • Databases | : SQL Server, Oracle, MongoDB |
| • Cloud | : AWS, GENI |
| • Game Engine | : Unity, High Fidelity |
| • Software Tools and Others | : Git, VirtualBox, GoF Design Patterns, Apache Tomcat, Jenkins |