

## PROFESSIONAL EXPERIENCE

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**Solutions Consultant**

**Sahaj Software Solutions**

**May-2019 to Present**

### **B2B Marketplace Application - Spring Boot, Java, Apache Kafka, MongoDB**

- Rewrote the central piece of a complex system, an orchestrator in Java (from JavaScript).
- Developed five independent micro services in an event driven architecture. Each service will be interacting with the queuing system and database which makes the B2B marketplace.
- Implemented MongooseIM chat solution for the business conversations between B2B.

### **Delivery Management Application - Spring Boot, Java**

- Developed features to track the courier that manages the return items to be picked.
- Worked in the REST API layer to communicate with SOAP service and parse the SOAP response back to the REST API.

**Member Technical Staff**

**Zoho Corporation**

**June - 2016 to May-2019**

### **Zoho Creator - Java, Apache Struts**

#### **Roles & Responsibilities**

- Built the business logic of the data fetching part for the reports module using an internal DB framework.
- Developed map report using Google Maps Javascript API.
- Developed report footer that encapsulates the total records and aggregation information of the numeric fields in all the reports.
- Developed the sort by distance feature from a relative location for the Maps Report API.
- Mentored a group of four people in our team.

## OPEN SOURCE CONTRIBUTIONS

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**Strophe JS Plugin** - Developed a plugin to fetch the inbox data from the MongooseIM XMPP Server in Javascript.

## PROJECTS

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### **Student Leave Approval App - Android**

- Developed an android application for leave approval process in Java.
- Students will request leave to their class teacher. Once the class teacher approves, the request will be forwarded to the counsellor then to the head of department.
- OTP will be sent to their parents for the leave request to prevent false leave requests.

### **Smart Navigation (In Progress) - Android**

- Developed an android application to provide voice instructions between source and destination using Google Maps API.
- User will be asked to tell the source and destination of the route that the user wants to travel.
- After that, the route JSON will be downloaded using the Google Maps API to provide the voice instructions.
- Once the user starts moving, the app will fetch the current location and compares it with latitude and longitude of the instruction and will repeat till it reaches that location if reached switches to the next instruction.

### **Kollywood - Java**

- One player will enter the name of the movie and it will be displayed as wild card characters to the other user.
- Other player have to predict the characters in the movie name within a limited number of chances.

## LANGUAGES AND TECHNOLOGIES

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- Java, C, Javascript, JQuery, Servlets, JSP, Apache Struts, Spring Boot, Android, MySQL, MongoDB.

## EDUCATION

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- B.Tech (IT) from Jeppiaar Engineering College, CGPA : 8.6.