

Bony Carvalho

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EDUCATION QUALIFICATION

Pace University, Seidenberg School of CSIS

Masters of Science in Computer Science | GPA: 3.8

New York, NY

May 2017

University of Mumbai

Bachelor of Engineering in Computer Engineering | Grade: First Class

Mumbai, India

July 2015

EXPERIENCE

INTEGRA TECHNOLOGIES

New Jersey, NJ

Oct 2017-

- Jr. Java Developer
- Developing new application and also enhancing existing application with provided excellent support in solving technical issues with high quality and cost effective solutions
- Working under Agile Methodology for modifying application according to client's requests and adjustments.

Denitek Computers

Mumbai, India

June 2013-Nov 2013

- Intern
- Worked as a trainee for assisting in the developing team for Web site maintenance and development.

Blue Mushroom

Mumbai, India

April 2014-May 2014

- Intern
- Worked under the category of 'Database Mining and Information Technology' for analyzing data from different perspectives and summarizing it into useful information.

TECHNICAL SKILLS

- Programming Languages: JAVA, HTML5, CSS3, JavaScript, ASP.net, C#, C, PHP, Bootstrap, React, Python
- Databases: MS-Access, My SQL, MS-SQL Server (12/14)
- Operating Systems: Unix/Linux, Windows
- Office Tools: MS-Office 2007/10 (MS-Word, MS-Power Point, MS-Excel), MS-Project, Visio
- Miscellaneous: Ionic, Heroku, Twilio, Git, Networking, Security, AWS Services, Selenium, Photoshop

ACADEMIC PROJECTS

Gymnastics App [Platform: Ionic 2 (HTML, Sass, Typescript)]

- Developed Gymnastic application using ionic 2 which used geolocation for providing gym location in provided area, camera native component for registering purpose and other features like splash screen, vibrations, side menu etc.

Stone-Paper-Scissor Game [Platform: Android(JAVA)]

- Developed smart phone game application which can be played in offline mode without the internet connection. SPS app was designed on playing from kids to adults.

Online Bookstore [Platform: PHP, MySQL]

- Developed an ecommerce website to sell books online and increase the sale and reach of the bookstore. This project helped me learn concepts of web and database development.

Mobile Augmented Reality System (MARS) [Platform: Android(JAVA)]

- Developed a smart phone application which takes real-time images of user's surrounding to identify landmarks, restaurants, stores in the 10-20mile vicinity

Dice Rolling Simulator [Platform: Python]

- Developed a simple dice rolling game, this project involves writing a program that simulates rolling 2 dices. When the program runs, it will randomly choose a number between 1 and 6. The program will print the addition of 2 dices. It should then ask you if you'd like to roll again.

Ticket Reservation System [Platform: HTML, CSS, MySQL]

- Developed a portal for Online Train Tickets Booking

VOLUNTEER WORK

Society of Franciscan Brothers of Gokhivera

Mumbai, India

June 2014-June 2015

- Volunteer
- Played a key role in technical support and in teaching and recruiting volunteers for the NGO.

PUBLICATIONS

Published a paper titled "Security Approach for Multi-Cloud Data Storage" in "International Journal of Computer Applications (IJCA)"

ACTIVITIES

University of Mumbai Football and Volleyball Team, Member