**Deepika bogaiyan**

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<https://codepen.io/deepikabogaiyan/full/QPejPB>

**OBJECTIVE**

I am looking for job opportunities as a **Web Developer** in the following PHP, SQL, HTML, CSS, jQuery, JS available at your organization.

Changes for git

**KEY ATTRIBUTES**

* Web and System Developer with diverse experience in Computer Science and Technologies with strong working knowledge of PHP web application development.
* Experienced in engaging with product owners and other stakeholders to create user stories with detailed acceptance criteria
* Proven ability to design and deliver complex applications while delivering high-performance systems
* Demonstrated leadership and team building skills with the ability to thrive under pressure and produce exceptional results
* Possess excellent organizational and time management skills to meet deadlines and work on multiple projects
* Result oriented and willing to learn and apply emerging technologies quickly
* Performing the impact analysis of change requests and new feature developments
* Excellent interpersonal communication, documentation skills and experience coordinating with project managers, business analysts, architects and Testers

**EDUCATION**

**Master of Engineering – Computer Science,** Anna University, Coimbatore, TN, India 2010 - 2012

**Bachelor of Engineering – Computer Science,** Anna University, Coimbatore, TN, India 2006 - 2010

**TECHNICAL SKILLS**

Web Technologies –HTML5, CSS, PHP, JavaScript, jQuery, Bootstrap

* Language –C, VBA
* Operating System –Windows, Linux
* Database –Oracle, My SQL, SQL server, SSIS package
* Content Management System -WordPress
* Data Visualization Tool – Power BI, Tableau

**ONLINE PORTFOLIO** - <https://codepen.io/deepikabogaiyan/full/QPejPB>

**PROFESSIONAL EXPERIENCE**

**Computer Science Asst. Professor- KTVR College for Engineering and Technology,** India Jun 2012 – May 2016

Four years of experience in the department of computer science engineering teaching the following courses

**Computer Organization and Architecture:** This course addresses fundamentals in computer organization and architecture, and the performance improvement principles in computer design. The course covers the following sub topics

* Basic Structure of Computers: This topic includes Bus structure and its performance, Instructions and Instruction
* Sequencing and Addressing Modes, Basic Processing Unit
* Arithmetic Operations: Roberston Multiplication Algorithm, Booth’s Multiplication Algorithm, Restoring and Non-Restoring Division Algorithm, Multiple Bus Organization, Hardwired Control, Micro Programmed Control, Nano Programming
* Pipelining: Data Hazards, Instruction Hazards, Structural Hazards; Data path and Control Considerations for performance
* Memory Systems: Cache Memories, Virtual Memory, Memory Management Requirements, Secondary Storage Devices
* Input/output Organization: Interrupts, Direct Memory Access(DMA), Interface circuits

**Computer Networks:** This course addresses the layer in TCP and its functionalities. The course covers the following sub topics

* Physical Layer: Networks Models – OSI, TCP/IP, Transmission Media – Guided, Unguided, switching – Circuit-Switched Networks, Datagram Networks, Virtual-Circuit Networks
* Data Link Layer: Protocols for Noiseless Channels – Simplest Protocol, Stop and Wait Protocol; Protocols for Noisy Channels – Stop and Wait ARR, Go-Back-N ARR, Selective Repeat ARR, Piggybacking; Multiple Access- Random Access - ALOHA, CSMA, CSMA/CD, CSMA/CA; Wired LANs – Ethernet; Wireless LANs - IEEE 802.11, Bluetooth; Devices - HUBS, Repeaters, Bridges, Switches, Routers, Gateway; Backbone Networks - Bus, Star
* Network Layer: Logical Addressing – IPv4, IPv6; Address Mapping – ARP, RARP, DHCP, BOOTP, ICMP, IGMP; and Delivery – Forwarding, Unicast Routing, Multicast Routing
* Transport Layer: Process-to-Process Delivery – UDP, TCP; Congestion Control and QoS
* Application Layer: DNS, E-Mail, File Transfer, WWW and HTTP, Multimedia, Network Security - Cryptography

**Fundamentals of Computing and Programming:** This course addresses fundamentals in computing and programming, and the act of writing computer program. The course covers the following sub topics

* Introduction: Characteristics of Computers, Evolution of Computers, Computer Generations, Number Systems - Binary, Octal, Decimal, Hexadecimal
* Computer Software: Types of Software, Software Development Steps, Internet Evolution
* C: Constants, Variables and Data Types, Operators and Expressions, Input and Output Operators, Decision Making, Branching and Looping, Functions, Structures and Unions, Pointers, Arrays

**Mobile Computing:** This course addresses the transmission of data, voice and video through wired and wireless devices. The course covers the following sub topics

* Introduction: MAC Protocols, Wireless MAC Issues - Hidden and Exposed Terminal Problems, Fixed Assignment Schemes – FDMA, TDMA and CDMA, Random Assignment - ALOHA, CSMA, Reservation Based - MACA
* Overview of TCP/IP: Architecture, Adaption of TCP Window
* Mobile Telecommunication System: GSM, GPRS; Mobile Ad-hoc Networks: Ad-Hoc Basic Concepts, Traditional Routing Protocols - Distance Vector, Link State, Routing Protocols - AODV, DSR, DSDV, ZRP, Cluster