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

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**SUMMARY**

* **4+ years** of **IT** experience in Analysis, Design, Development, Implementation, Integration and full **SDLC** of BI software
* Worked with the product based client, having the experience in Construction domain with 3D viewer technology such as hoops communicator and PDFTron Viewer with Angular JS, Angular 11, JIRA, Bitbucket, Git. I got the opportunity to handle the team, where I have explored leadership quality.
* Have experience in Unity3D platform where we provided services in Gaming area in my first organization.
* Good knowledge of **Hoops Communicator, PDFTron viewer, Angular 11, Angular js, Jquery, HTML, CSS, Bootstrap, JavaScript.**
* Exceptional ability to learn and **master new technologies** and take the ownership of the task.

**EDUCATION**

**REACT.js Certification** 2020

**MS- Campbellsville University** (Withdraw admission after two semester)2019-2020

**MTECH, full-time, Computer Science and Technology**  2013 - 2015

**University of RTMNU – G. H. Raisoni College of Engineering and Technology, India**

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. E. in Information Technology at University of RTMNU, India** 2008 - 20012

Courses: Algorithm in Data Structure, Computer Architecture And Organization, Theory of Computation, Object Oriented Methodologies, System Software, Database Management System, Operating Systems, Software Engineering, Computer Networks And Security, Multimedia System, Artificial Intelligence, Web Technologies and Mobile Communication.

**TECHNICAL SKILLS**

* **Programming Skills:** HTML, CSS, JavaScript, Angular 11, Angular JS, Hoops Communicator Viewer, PDFTron Viewer, React.js, JQuery, Bootstrap, THREE.JS, A-Frame, C++, C#.
* **Software’s & Platforms:** JIRA, Bitbucket, Git, Visual Studio, Eclipse, Tortoise Git, Source Tree, Windows, Git, Atom, Sublinetext.

**PROFESSIONAL EXPERIENCE**

**Software Developer at nCircleTech, Pune, MH, India March 2021- Present**

# Worked on the product based company with Agile process, where worked on Construction domain with 3D viewer technology such as hoops communicator and PDFTron Viewer. I got the opportunity to handle the team.

* Worked on the small project, where created the tile calculator in web based 3D Viewer ARES KUDO platform in C++.
* During training in HC, I had created tic toc toi game by using operators in HC in the 3D viewer.
* Did the training in forge, where used to test the API’s in the POSTMAN

**Udemy Certified in React.js**. June 2020

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

* Worked as a frontend developer where I closely worked on some websites with technology like 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

* Explore new technologies like THREE.js, A-Frame and worked on product related to virtual reality.
* Got opportunity to lead product and trained intern. Also worked on frontend technology like HTML, CSS, JavaScript, JQuery, bootstrap with backend technology PHP.
* Worked on Unity 3D to design game. Gaming software can be developed by Unity3D.
* Worked accordingly SDLC and also worked on manual testing and documentation.

**ACADEMIC PROJECTS**

**Networking – An optimized path finding technique on road network using Ant Colony Algorithm** Aug 2014-Aug 2015

* Performed analysis of different shortest path finding algorithm.
* I 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** Aug2011 – March2012

* Created desktop application to maintain all the medical record electronically and did analysis of large medical record data. Implemented modules like Schedule appointments, maintain patient history, e-billing etc.
* Our aim was to minimize paper work, make 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.