HRIDDHI KULKARNI

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TECHNICAL SKILLS

Programming Languages:	Java, Python, JavaScript, C++
Web Technologies:	HTML5, CSS3, PHP, AJAX, Bootstrap
Database Technologies:	Amazon Redshift, Oracle, MySQL, SQL Server
Servers and Tools:	Linux, AWS, AppDynamics, Visual Studio, Android Studio, Gitlab, Unity, Firebase, MATLAB

WORK EXPERIENCE

FedEx Services, Collierville, TN
Full Stack Developer III **Feb 2021 - Present**

- Providing leadership and initiative in the overall coordination of system requirements, program specifications, and code/unit test to meet business requirements/specifications for PEARS, QuickPay and RNG applications
- Developing PEARS application using Java/J2EE, Spring batch, SOAP web services, JMS, Linux script, EBS and Stored procedures
- Developing a CloudBees CI/CD setup for automating build and deployment process
- Analyzing production problems and provide solutions, technical guidance to the team
- Involved in conducting Java, WebLogic upgrades and build application patches
- Monitoring the health of the application using AppDynamics tool
- Involved in end-to-end functional and non-functionally testing
- Constructed Junit test cases for Java/J2EE classes to improve the quality of the application
- Developed compare scripts for field-by-field comparison in old and new systems
- Designed high level diagrams and sequence diagrams using UML and prepared technical documents
- Resolved high and medium complexity production problems

Iowa State University, Ames, IA
Systems Analyst I **Jun 2020 - Jan 2021**

- Built web interfaces for biological databases based on responsive design and Section 508 complaint
- **Query portal web application**
  - Designed and developed a query portal to retrieve Soy Base data based on user input
  - Developed scripts using JavaScript, jQuery, PHP, HTML, CSS, and SQL to design the UI and handle data retrieval
- **Data insertion web application**
  - Designed and developed a web application to handle data retrieval and data storage using the file system architecture
  - Utilized JavaScript, PHP, HTML, CSS and Bootstrap to develop the application
- Researched on machine learning based techniques for implementation in agronomy research projects
- Worked with Soybean breeders team to maintain data accuracy and consistency

Security Benefit, Topeka, KS
Quantitative Developer Intern **May 2019 - Aug 2019**

- Migrated database from on-premise data storage to AWS Cloud (Amazon Redshift)
- Developed scripts using Python, Microsoft SQL to handle database migration
- Developed automation scripts to perform ETL on quantitative data using Python
- Performed Quality Assurance (QA) testing for data stored in databases using Automic automation
- Researched and analyzed database performance, system upgrades and recommended improvements

RISA at Texas Tech University, Lubbock, TX
Machine Learning Intern **Mar 2019 - May 2019**

- Studied and applied different machine learning algorithms to datasets and analyzed the results using Python and TensorFlow
- Created charts in Google Colab to perform preliminary analysis and visualize data using Matplotlib

EDUCATION

Texas Tech University, Lubbock, TX **Aug 2018 - May 2020**
Master of Science in Computer Science

Jawaharlal Nehru Technological University, Hyderabad, India **Sep 2014 - May 2018**
Bachelor of Technology in Computer Science and Engineering

ACADEMIC PROJECTS

ZinggSuit

- Conceptualized and developed an Android game utilizing Java and Android Studio and earned a 5.00 rating on **Google Play Store**

Chest Disease detection using Deep learning

- Implemented a neural network-based model to detect if a patient has chest disease(s) or not through the categorization of diseases
- Performed deep learning using Python, TensorFlow and Keras to enhance the disease prediction on NIH Chest X-ray dataset
- Utilized TPU hardware to implement the project and achieved a testing accuracy of 98.82%

Escape Room

- Translated and developed a VR game from a traditional escape room game utilizing Oculus and Unity
- Utilized C# and Unity to create a 3D interactive environment providing physical interaction for teleportation and grabbing objects
- Performed UI testing on 6% of the users for accuracy, timing and qualitative feedback