

Ayush Shrestha

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Objective

Software Engineer experienced in full stack software development. Capable of writing and scanning programming languages. Ready to work hard and learn on the job.

Education

Bachelor's in computer science

Wayne State University

GPA: 3.8

Graduation: Dec 2020

Technical Skills

Programming Languages: Java, C++, C, Python, C#, SQL

Web Technologies: JavaScript, XML, HTML/HTML5, CSS, PHP, JSON, Apache Sling, WCF

Application Servers: Tomcat, Apache Webserver, AEM 6.5

Database and Tools: Oracle, SQL Server 2005, Google Firebase, RDBMS, Java Content Repository (JCR)

Version Control: Git, CVS, Windchill, MDM

Environment: UNIX, Mac OS, Windows 2000/XP/7/8/10

Remote Support: LogMeIn, GoToAssist, TeamViewer, Windows Remote Connect

Networking: LAN, VPN, Network Switches and Routers, IP Printing, RDP, PC shared drives

Telecommunications: Avaya, Cisco

Frameworks: .Net Framework, React, Node.js, OSGI

Employment History

05/2021 to Current Software Engineer PC Programmer, Elettric80 Inc.

- Designed and Coded applications following specifications using C#, SQL and .Net Framework for Warehouse Automation.
- Developed software on existing equipment and systems like LGVs systems, Palletizers, WMS etc.
- Integrated WMS and LGVs system logical communication with PLCs through OPC server.
- Worked on integration of WMS with Enterprise Resource Planning (ERP) software like SAP and JD Edwards.
- Maintained and modified existing applications independently and by collaboration.
- Worked with Windows Communication Forms (WCF) to accommodate required GUI standard by clients.

02/2021 to 06/2021 Backend Software Developer (Contractor), Itrending Solutions

- Worked on **OSGI**, **Apache Sling**, **HTL** and **JCR**.
- Understanding and integrated HTML/JS/CSS built by front end developers.
- Worked with **AEM 6.3** and higher versions.
- Exposed to Java 8, **JEE**, **servlets** and **web services**.
- Understand deployment architecture and development-to-production deployment processes.

10/2019 to 12/2020 Student IT Assistant, Science Hall- Wayne State University

- Provided functional and technical support, troubleshooting **hardware and software** problems and **remote** systems.

Activities and Involvement

1. Smartphone Application (Team Lead: Academic project): (Fall 2019)

- Hands on with full stack **Software Development Life Cycle**.
- Built **Middle Tier development environment** using **JSP, Servlet** etc.
- Worked with teams with **Agile methodology (SCRUM)**.
- Client-side technologies such as **JavaScript, HTML, XML, Web services** etc.
- Utilization of **JUnit testing**.

2. Computerized billing system of a hospital (Academic project): (Winter,2019)

- **Inheritance, Polymorphism**, and **classes** with Java.
- Hands on with **Workflow Development** and **integrating programming codes**.

3. First-person shooter game in Unreal Engine (Academic project): (Fall 2018)

- Used Blueprint to create graphics and gaming functionalities.

4. Website using HTML and CSS. (Academic Project): (Fall 2016 and Fall 2018)

- **GUI** manipulation.
- Client-side technologies such as **JavaScript, HTML, XML, Web services** etc.

- ❖ Certification on The Fundamentals of Digital Marketing (Google 2019).
- ❖ Volunteered at Collider Altimetrik as JAVA Tutor (2020).