Ibrahim Ahmad Siddiqui

B. Tech – Computer Science with AI & ML Vellore Institute of Technology, Chennai

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SUMMARY

- Versatile Software Engineer with expertise in both backend and frontend development.
- Proficient in programming languages including Java, Python, and JavaScript.
- Extensive experience with Spring Boot, AngularJS, and ReactJS for building scalable, maintainable web applications.
- Strong hands-on knowledge of tools such as Docker, Kubernetes, Git, Postman, New Relic, and Redis for development and deployment. Skilled in working with databases like MongoDB (NoSQL), MySQL, and PostgreSQL (RDBMS).
- Expertise in microservices architecture, API development, and integrating complex systems.
- Capable of optimizing applications for performance, scalability, and maintainability while ensuring robust user experiences. Developed full-stack applications from scratch, ensuring seamless interaction between frontend & backend.

Education

- B. Tech in Computer Science with AI & ML Vellore Institute of Technology, Chennai CGPA: 8.85 | 2020-2024
- Senior Secondary CBSE Board Percentage: 95.6% | 2020 Secondary CBSE Board Percentage: 93% | 2018

EXPERIENCE

· Yubi (Spocto) - Software Engineer

March 2024- Ongoing

Backend Development

- Field Service: Led the development of a Spring Boot-based Field Service platform that transformed a legacy system into a robust loan agent recovery solution for various public sector units (PSUs) like UBI, CBI, and BOM. The system was designed to handle up to 10 million monthly debt recoveries, optimizing for both scalability and maintainability. Technologies used included MySQL, Redis, Kafka, and AWS ensuring smooth and improved recovery processes. Implemented changes that increased recovery efficiency by 35%.
- Report Service: Designed and developed a Report Service that generated key business insights for the loan recovery process, including agent performance and location deviation reports. The service utilized Criteria Builder queries in Spring Boot and JPA, producing accurate CSV reports that were critical for data analysis and decision-making, improving data retrieval efficiency by 40% and reducing manual reporting time by 75%.
- Hierarchy Service: Built a Hierarchy Service to manage user hierarchies within the organization. This service allowed for the management of user relationships and facilitated data access control based on the organizational structure. It was developed using Spring Boot, Java, and SQL, ensuring secure and efficient data handling. Reduced hierarchy management overhead by 50% and improved data access security by 60%.

FRONTEND DEVELOPMENT

- ReactJS Development: Demonstrated expertise in building dynamic and responsive web applications using ReactJS and modern hooks. Utilized React Sagas for managing side effects and asynchronous operations, making the applications more efficient and easier to maintain, boosting application responsiveness by 30%.
- State Management: Implemented advanced state management using Redux Slice for scalable and maintainable state handling across various components. This approach streamlined the process of managing application state and improved the overall performance of the frontend, leading to a 25% reduction in state-related bugs.
- Phoenix Components: Developed custom UI components using Phoenix for seamless integration with the frontend, enhancing the user experience by providing intuitive and highly interactive features. These enhancements increased user engagement rates by 20%.

-Al-Qarvan International - Trainee

Aug 2023- Oct 2023

Focused on predicting and forecasting the prices of goods and commodities traded. Developed forecasting models that improved prediction accuracy by 15%. Worked on data visualization.

-SDS Gems- Back-End Intern

July 2023- Aug 2023

Developed a Content Management System (CMS) for SDS Gems using the Django framework, designing and implementing multiple models and their interdependencies to enhance the CMS's functionality and efficiency. The system improved content management speed by 25% and reduced data redundancy by 30%.

Proiects

- Eye Tracking Game: A Unity-based game designed to help autistic children improve attention and concentration, with progress monitored through gaming analytics and analyzed using Data Analytics and OpenCV. The game increased concentration span in users by 20% over a 6-month trial period, a 95% accuracy rate in attention tracking.
- Waste Management System: A drone-powered system that uses deep learning to classify and identify waste, automatically notifying authorities for management. This system reduced waste identification time by 40% and improved classification accuracy to 92%, leading to a 30% improvement in overall waste management efficiency.
- Real-Time Violence Scene Analysis: A deep learning model integrated with CCTV footage to detect violent incidents in real-time, triggering alarms for immediate response. The system achieved a 90% detection accuracy rate and reduced response time by 50%, significantly enhancing security measures in monitored areas.

TECHNICAL SKILLS

- Programming languages: C/C++, Java, JavaScript, Typescript, Python || Backend Engineering: Spring Boot, NodeJS, RESTful APIs, Microservices Architecture, Kafka, Flyway, Thyme leaf, Mockito, JUnit, Spring Batch, HLD, LLD
- Frontend Engineering: HTML, CSS, Bootstrap, ReactJS, Redux Saga, React Context API || Database management: MySQL, MongoDB, SQLite, Realm Tools: Git, Docker, Jenkins, Argo CD, AWS

Certifications

- AWS Cloud Practitioner 2024 || Artificial Intelligence Analyst IBM, 2023 ||Azure Al Fundamentals Microsoft, 2023 Applied Data Science Powered by Google Developers Google Developers, 2023 ||Machine Learning to Deep Learning: A Journey for Remote Sensing Data Classification ISRO, 2022 || Data Science Track Edufabrica, Civil Conclave IIT Roorkee, 2022 | Machine Learning Training - IIIT Allahabad, 2022