

KARTIKEY SRIVASTAVA

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EDUCATION

Kiet Group Of Institutions

Bachelors of Technology Electronics and communications *GPA: 7.69*

Delhi-Ncr

Aug 2017 - Aug 2021

WORK EXPERIENCE

Jarvis Strategy and Technology Consulting

Software Developer

Delhi

Sept 2022 - Jan 2023

- Automated the manual calling between the agents and karyakartas using API's, REDIS servers which helped in saving time for thousands of agents and karyakartas.
- Worked as a Full stack developer and delivered business items.
- Developed solution approaches to meet business requirements with innovative and simplified solutions.
- CCDMS-Added new methods to enable or disable manual calling feature and worked on the automated calling on the project that works on ANGULAR with RAILS and DB POSTGRES.
- Worked on RestApi and UI Components.

Tata Consultancy Services

Software Engineer

Noida

Aug 2021 - July 2022

- Served as a software engineer and worked on active directory, windows.

IIT-BHU

Intern

Varansi

Jan 2019 - Feb 2019

- Was an intern in Android Development at IIT-BHU

SKILLS

Programming language:	Java
Web Development:	Angular Spring Hibernate HTML CSS JavaScript Ruby on Rails
IT Constructs:	Data Structures and Algorithms OOPs DBMS Operating Systems
Dev tools:	Eclipse VsCode Rubymine Webstorm Github IntelliJ
Miscellaneous:	SpringBoot API's

PROJECTS

Social Blog *Ruby on Rails*

<https://github.com/Kartikk1127/Maze-Ruby-on-rails->

A blog app with multiple users where users can make public/private posts and comment/like on each other's posts, admin can download the posts in xls or csv and can also activate / deactivate the users. Works just like a social media. Made use of devise gem for authentication and two roles for users and admin.

Kartik's Kitchen *Angular*

https://github.com/Kartikk1127/angular_food_order

A food order webapp where one can search, rate, add food to cart, remove food from cart and also order food from the list of foods provided in the webapp. Made use of component interaction, ngModules and various other techniques and now working on the backend using Spring.

The Connect Four Game *Java*

The two player game where the objective is to be first to form a horizontal, vertical or a diagonal line of four one's discs. It is a popular two-player connection game in which the players first choose a color and then take turns dropping one colored disc from the top into a seven-column, six-row vertically suspended grid. The pieces fall straight down, occupying the lowest available space within the column.

ACHIEVEMENTS

Innovative India Coding Challenge(Finalist)

Was one of the finalist in the IICC by coding ninjas that was held all over India.

Coding Ninjas

2022

Leetcode

Achieved a rating of 1600+ in the leetcode contests.

Leetcode

2022

Expert

Achieved Expert level badge from Codestudio for solving more than 200 problems.

Codestudio

2022

Chess

Runner up in District level Chess Tournament

Delhi Public School

2018