

Udaya Charan P

Software Developer



Work experience

Zoho Corporation PVT Ltd

Member Technical Staff - Chennai (Hybrid)

- Worked as a **back-end** developer, specializing in **SAAS** (Software as a Service) applications.
- Optimized application **performance** by addressing **programming**, **persistence** layer, and **infrastructure** issues.
- Employed **denormalization** as a strategy to enhance our application's performance.
- Integrated **Redis** to expedite **data retrieval**, and **Kafka** was implemented for **logging** application data.
- Specialized in **debugging** production issues, analyzing server logs, and resolving component-related problems.
- Achieved **PCI** compliance for our application by securing payment data.
- Developed a **microservice** consolidating card issuing services and providing unified data for Zoho services.
- Designed the **database structure**, shaped **system architecture**, and crafted build scripts using **Gradle** and **Docker** for this microservice.

Project Trainee (Intern) - Chennai (On Site)

- Integrated Zoho Cliq with Zoho Expense for streamlined report approvals.
- Designed and implemented **TestNG** unit tests to ensure application reliability and quality.
- Created custom **ERP integration** solutions for customers using **Python** and **Go**.

RateMySinging

Android Developer (Intern) - Chennai (Remote)

- I integrated Paytm for **payments** and managed **transaction** failure cases using **Firestore**.
- I made **UI** changes for the "Rate My Singing" **Android** app, implemented **Firestore** as a **BaaS** (backend-as-a-service).

SP Robotics

PHP Developer (Intern) - Chennai (On Site)

- I developed an Admin console for **payments** using **JavaScript** and various **front-end** libraries, while also utilizing the **Laravel** framework for the **backend**.
- I upgraded **PHP** dependencies and libraries using **Docker**.



PROJECTS

Police-Response-vehicle

I helped create a mobile app and server system similar to Swiggy for police, using OpenMap for real-time tracking and efficiency. **Repo**

Multiplayer Shooting Game

I developed the server-side of a 3D multiplayer shooting game using **Node.js**, enabling real-time gameplay. **Repo**

Restritech

I designed an **Android** child lock app for parents to control and limit their child's app access and set usage limits. **Repo**

XO Game

My first **C** program: a Tic-Tac-Toe game with player and **computer** modes, adjustable difficulty. **Repo**



Contact



Email

ucharan047@gmail.com



Phone

+91 8608 111555



Website

lionertic.github.io/MyPage/



Linkedin

lionertic



Github

lionertic



Education

Loyola-ICAM College of Engineering and Technology



B.E. C.S.E

2016 - 2020



Skills

- Core Java
- MySQL
- Kafka
- Redis
- Tomcat
- Python
- Gradle
- Docker
- PostgreSQL
- Microservices
- PHP
- JUnit
- TestNG
- JavaScript
- JQuery
- Web Sockets
- Android
- HTML
- CSS
- Restful APIs



Languages

English

Fluent

Telugu

Fluent

Tamil

Fluent

Present

↑
July
2020

July
2020

↑
Dec
2019

July
2019

↑
May
2019

June
2019

↑
May
2019

Nov
2019

July
2018

June
2017

Oct
2016