

Vinoth John Victor

Phone: 1-902-210-9555

E-Mail: mariavinothkumar.j@gmail.com

Website: vinothjohn.azurewebsites.net/

GitHub: github.com/MariaVinoth

TECHNICAL SKILL SET

Languages: C#, ASP .Net Core, Java, Python, PHP.

Tools/IDE: MS Visual Studio 2017, IntelliJ, Android Development Studio, PyCharm, GIT.

Databases: MySQL, PostgreSQL, SQLite, DB2.

Web-Technologies: HTML 5, CSS, JavaScript, jQuery, Webservices (JSON and XML), XPath.

EDUCATIONAL QUALIFICATIONS

Master of Applied Computer Science

2017 - present

Dalhousie University, Halifax

Bachelor of Engineering (Computer Science and Engineering)

2014

Loyola-ICAM College of Engineering and Technology (LICET), Chennai, Tamil Nadu.

WORK EXPERIENCE

Software Developer Co-op, Covers Media Group, Halifax, Nova Scotia

2018

- Analysed business requirements for NHL sports data and performed development.
- Developed Front-End and Back-End of the application in Model View Controller pattern in ASP .Net core using agile methodology.
- Wrote maintainable and extensible code in a team environment.
- Performed code review and refactoring of code.
- Debugged and modified software components.
- Performed unit and integration tests, using the Visual Studio Test Suite.

Software Engineer, Tech Mahindra Limited, Chennai, Tamil Nadu

2014 – 2017

- Participated in user requirements meetings in order to transform client needs into proposed application designs.
- Analysed the requirement for the project.
- Created technical specification documents.
- Designed SQL tables, queries and created stored procedures.
- Designed and developed the application end to end.
- Logged and resolved bugs during unit and integration testing.
- Interacted with the customers to fix the application technical issues.
- Maintain product quality by carrying out reviews, performing continual tests, analysing feedback, and managing software integration.
- Enhanced the existing application for better usage.

PROJECTS

NHL(National Hockey League) Data

2018

Developed Front-End and Back-End of the application which provides the statistical details of the NHL teams and players, assisting the customers in betting. Used Dapper for object relation mapping. Managed the code versions using GIT and frequently involved in code reviews and code refactoring for better quality, maintainability and scalability.

Next Generation of RBU West and GD1A

2015 – 2016

Developed Front and Back-End of the application which processes the incentives based on the invoices made by the dealers of automobiles. Frequently interacted with customers and managers regarding requirements, defects and the progress. Optimized the backend logics enhancing the performance of the application.

ACADEMIC PROJECTS – MACS, Dalhousie University, Halifax, Canada

Cloud Storage Explorer web application

Developed a web application, using HTML, CSS, JavaScript, jQuery, XML, C#, My-SQL and cloud storage APIs, where the application is aimed to locate the user files in different cloud storages.

Source code repository – <https://github.com/MariaVinoth/CloudStorageExplorer.git>

E-commerce web application

Developed a web application, using HTML, CSS, JavaScript, jQuery, XML, Java and My-SQL, where the application is aimed to provide electronics lease.

Data Management and Data Mining Tools Exploration

Explored the technologies such as Elastic Search, Apache Spark, IBM Cognos Analytics tool and predicted the accuracy of Data Mining algorithms using Python and R.

Web scrapping

Created a service in Python which scraps a Bitcoin website to get the current details of the Bitcoin and rendered the results as JSON which is done to prepare Datasets to predict the value of Bitcoins.

Source code repository – <https://github.com/MariaVinoth/Webscrapping-Python.git>

Productivity Application

Created a native Android productivity mobile application which consists of three main components Notes, Calendar, and To-Do in which I developed the Notes component, integrated all other components and tested.

Source code repository – <https://github.com/MariaVinoth/Noterr.git>

Minesweeper Game

Developed a native Android game application. It has a single player 9 X 9 grid with three difficulty levels. Based on the difficulty level the number of mines will vary.

Source code Repository – <https://github.com/MariaVinoth/MineSweeper.git>

HONORS & AWARDS

- Received 'Bravo' – an award for excellent performance – Tech Mahindra Ltd.
- Best project award for the mini project during undergraduate.