Maryll Castelino

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EDUCATION

Christ (Deemed to be University) <div align="right">Bangalore, KA</div>
Bachelor of Technology in Computer Science and Engineering <div align="right">*2019 - 2023*</div>
GPA:3.83/4.0

EXPERIENCE

Software Developer Intern <div align="right">Aug 2022 – Present</div>
Phoenix Compliance
- Devloping REST APIs using ASP.NET MVC
- Building a mobile application for the Android platform using the APIs
- Building and Maintaining Microsoft SQL Server Database

Tax Technology Intern <div align="right">May 2022 – July 2022</div>
Deloitte USI <div align="right">*Hyderabad, Telangana*</div>
- Developed a full-stack web portal using ASP.NET Core MVC, Microsoft SQL Server to upload and track PowerBI data files
- Used Microsoft PowerBI to generate data visualization for the sales prices of a company
- Worked remotely in groups of 3 interns and collaborated using github

Web Developement Intern <div align="right">May 2021 – June 2021</div>
The Sparks Foundation
- Built a Full-Stack Banking Web application from scratch with features such as viewing account balance and transferring money
- Used the PERN stack (PostgreSQL, ExpressJS, ReactJS, NodeJS) to create the application

PROJECTS

Multiplayer Card Game | *Node.js, React, Express.js, Socket.io, Heroku* <div align="right">July 2021 – Sep 2021</div>
- Developed a Realtime multiplayer card game with Node.js and Socket.io
- Users can create or join rooms created by other players to play against each other at the same time
- Implemented logic for users to play their turns one by one using Node.js and Socket.io

Markdown blog | *Django, React, Markdown, Git* <div align="right">July 2022 – Aug 2022</div>
- Developed a blog website to write blogs using Django and GitHub
- Used Markdown to display the content of the blogs
- Used MongoDB to as database to store and retrieve blog data

Python Music Player | *Python, Tkinter, Pygame, Git* <div align="right">July 2020 – Aug 2020</div>
- Developed a GUI music player in python using the Tkinter library for GUI components
- Made use of the pygame library to play audio files stored in the user's local storage
- Implemented basic features such as play, pause, volume control and seeking

TECHNICAL SKILLS

Languages: Java, Python, C/C++, C#, SQL, JavaScript, HTML/CSS, Bash, Lua
Frameworks: .NET Core, Android Studio, ASP.NET MVC, React, Node.js, Django
Developer Tools: Git, Docker, Heroku, VS Code, Visual Studio, PyCharm, IntelliJ, Eclipse
Libraries: Socket.io, Express.js, pandas, NumPy, Matplotlib