

# Maryll Castelino

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## EXPERIENCE

### Data Engineer Intern

Jan 2023 – Present

*Novo Nordisk*

*Bengaluru, KA*

- Collaborated with team members to build and maintain AWS-based data pipelines for the organization
- Worked extensively with AWS services such as AWS Glue scripts and workflows to process and extract valuable insights from large datasets
- Utilized cloud computing technologies to design and implement scalable solutions for data management and analysis

### Software Developer Intern

Aug 2022 – Dec 2022

*Phoenix Compliance*

*Remote*

- Developing RESTful APIs using ASP.NET MVC to facilitate communication between the front-end and back-end systems of a compliance software product
- Building a mobile application for the Android platform that integrates with the APIs, leveraging Java and Android Studio to create an intuitive and responsive user interface
- Built and maintained a Microsoft SQL Server database to ensure data integrity and availability for end-users.

### Tax Technology Intern

May 2022 – July 2022

*Deloitte USI*

*Remote*

- Developed a full-stack web portal using ASP.NET Core MVC and Microsoft SQL Server to upload and track PowerBI data files, enabling efficient data management and analysis for a tax technology product
- Leveraged Microsoft PowerBI to generate insightful data visualizations for the sales prices of a company, enhancing the product's value proposition and utility for clients
- Collaborated remotely with a team of three interns using Github to manage the project

### Web Development Intern

May 2021 – June 2021

*The Sparks Foundation*

*Remote*

- Built a full-stack banking web application from scratch with features such as viewing account balance and transferring money
- Utilized the PERN stack (PostgreSQL, ExpressJS, ReactJS, NodeJS) to create a responsive user interface

## PROJECTS

### Multiplayer Card Game | *Node.js, React, Express.js, Socket.io, Heroku* 🐙

July 2021 – Sep 2021

- Created a real-time multiplayer card game using Node.js, React, and Socket.io
- Developed the game logic for users to play their turns one by one, ensuring a fair and engaging playing experience
- Designed the application to allow users to create or join rooms created by other players, enabling them to play against each other simultaneously in a seamless and responsive manner

### Video-to-Audio Converter Microservices Web App | *Python, Tkinter, Pygame, Git* 🐙

July 2020 – Aug 2020

- Developed a microservices-based video to audio converter web application using Python, Flask, and a range of distributed system technologies
- Orchestrated the deployment and scaling of the application using Kubernetes, ensuring high availability and fault tolerance
- Designed and implemented a message queue using RabbitMQ to enable asynchronous communication between the microservices, improving application performance and scalability

## EDUCATION

### Christ (Deemed to be University)

Bangalore, KA

*Bachelor of Technology in Computer Science and Engineering*

*2019 - 2023*

GPA:3.83/4.0

## 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