



Maryll Castelino

✉ maryllcastelino@gmail.com | **in** [maryll-castelino](https://www.linkedin.com/in/maryll-castelino) |  [llyram](https://github.com/llyram) |  [llyram.github.io](https://github.com/llyram.github.io)

EXPERIENCE

Associate Data Engineer

July 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

Data Engineer Intern

Jan 2023 – June 2023

Novo Nordisk

Bengaluru, KA

- Worked extensively with AWS services such as AWS Glue scripts and workflows to process and extract valuable insights from large datasets

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

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 Microservices Web App | *python, kubernetes, mongodb, rabbitmq*

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 and Docker, 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, TypeScript, HTML/CSS, Bash, Lua

Frameworks: .NET Core, Android Studio, ASP.NET MVC, React.js, NEXT.js, Vue.js, Angular, Node.js, Django

Developer Tools: Git, Docker, Heroku, VS Code, AWS, Google Cloud

Libraries: Socket.io, Express.js, pandas, NumPy, Matplotlib