Sunjay Calvvin

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EDUCATION

Indian Institute of Management   Lucknow, India
Master of Business Administration - Operations, IT & Systems Management   *June 2021 – Mar 2023*

Sree Chitra Thirunal College of Engineering   Trivandrum, India
Bachelor of Technology   *Aug. 2014 – June 2018*

EXPERIENCE

Management Associate   August 2023 – September 2023
Price Waterhouse Coopers   *Bangalore, India*

- Formulated digital transformation proposal for a global player in the consumer-packaged goods market
- Directed the E2E Testing phase for Infra. and Apps across 4 horizontals of a PE firm's divested entity

Management Intern - Received Pre-placement Offer on internship performance   *April 2022 - June 2022*

- Contributed on a Banking client's $8 billion M&A Divestiture activity from an IT standpoint
- Built & managed 10+ reports with program insights for executive leadership; leveraged in 3 call-hours/week
- Developed an excel-based M&A dashboard to track IT system cut-over activities for 10+ release cycles
- Consolidated & analyzed 2000+ tasks for 65+systems across 9 workstreams in scope for Day-1 deadline
- Automated and streamlined weekly executive reporting and staffing plan; saving 2+ hours/week

Full Stack Developer - Application Engineer   June 2018 – June 2021
Oracle India   *Trivandrum, India*

- Achieved 40% cost reduction by deploying micro-services in OCI — 20% sprint time savings for 4+ teams
- Ensured 100% compatibility of 3 Service cloud products for 3 years during framework version upgrades
- Furthered the growth of Data Life cycle Management to enable 2000+ customers to automate the purging & archiving of data
- Revamped the Audit Logging mechanism for capturing 100% of rule version history made by customers
- Optimized export to excel functionality to handle input data size from a 1000 to 4500+ complex rules
- Improved the rule addressing capability by identifying & increasing the scenarios from 2 to 20 per rule
- Wireframed & developed product pages after analyzing legacy UI; increased user satisfaction by 60%
- Standardized the object listing feature to be deployed as the primary landing page for 5+ crucial features
- Designed& supervised the development of Tab groups mechanism; reduced UI cluttering by 50%
- Managed backlogs & prioritized 20+ deliverables for 2000+ CRM customers of Oracle Service cloud
- Gathered requirement from client, created 40+ stories, 20+ features & 10+ epics; help define sprint-MVP
- Strategized the launch of Enhanced Business Rules to 66+ high priority customers within 6 months
- Mentored 4 teammates for 16 months on all front-end stories and defects of the Business Rules product
- Guided a team of 3, for 8 sprints & 4 features as part of the Knowledge Transfer Programme for DLM
- Designed the automation steps for bulk migrating custom rule data that reduces user effort by 90%
- Developed an activity monitoring application aimed at improving the employee productivity by 30%

Artificial Intelligence Research Assistant   May 2019 – July 2019
Southwestern University   *Georgetown, TX*

- Explored methods to generate video game dungeons based off of *The Legend of Zelda*
- Developed a game in Java to test the generated dungeons
- Contributed 50K+ lines of code to an established codebase via Git
- Conducted a human subject study to determine which video game dungeon generation technique is enjoyable
- Wrote an 8-page paper and gave multiple presentations on-campus
- Presented virtually to the World Conference on Computational Intelligence

Projects

Gitlytics | *Python, Flask, React, PostgreSQL, Docker*   June 2020 – Present
- Developed a full-stack web application using with Flask serving a REST API with React as the frontend
- Implemented GitHub OAuth to get data from user's repositories
- Visualized GitHub data to show collaboration
- Used Celery and Redis for asynchronous tasks

Simple Paintball | *Spigot API, Java, Maven, TravisCI, Git*   May 2018 – May 2020
- Developed a Minecraft server plugin to entertain kids during free time for a previous job
- Published plugin to websites gaining 2K+ downloads and an average 4.5/5-star review
- Implemented continuous delivery using TravisCI to build the plugin upon new a release
- Collaborated with Minecraft server administrators to suggest features and get feedback about the plugin

Technical Skills

Languages: Java, Python, C/C++, SQL (Postgres), JavaScript, HTML/CSS, R
Frameworks: React, Node.js, Flask, JUnit, WordPress, Material-UI, FastAPI
Developer Tools: Git, Docker, TravisCI, Google Cloud Platform, VS Code, Visual Studio, PyCharm, IntelliJ, Eclipse
Libraries: pandas, NumPy, Matplotlib