

Sanju Byanjankar

(252) 548-7446

| sanju_benz@outlook.com

| <http://linkedin.com/in/sanju-byanjankar-aaa0a3114>

SOFTWARE DEVELOPMENT ENGINEER

A results-driven, articulate and analytical student who can think "out of the box". Strong in design and integration, problem solving skills. Passionate about everyday technological innovations which are transforming the business goals of corporations into reality. Seeking to advance my career as a Software Development Engineer at Amazon.

SKILLS

Java	C# .Net	HTML5/CSS	Data Structures	Problem Solver
SQL	Decision Making	Leadership	Critical Thinking	Agile

PROFESSIONAL EXPERIENCE

Microsoft Software and Systems Academy, Lacey, WA

2017

18-week technical boot camp developed by Microsoft which leverages college accredited courses with a goal of preparing transitioning service members for opportunities at Microsoft or the IT Industry.

Cargo Specialist, US Army (SSBI clearance acquired)

2013 – 2017

Primarily responsible for supervising the transfer of passengers, cargo and equipment to and from air, land and water transport by manual and mechanical methods.

- Conducted pre-operational checks on equipment to ensure proper functioning, reducing mission failure by 90% in an organization of approximately 600 service members.
- Set up and operated short-wave radio or field telephone equipment to transmit and receive blast information and gained an ability to understand, react and communicate via coded messages.
- Managed Centralized Receiving and Shipping Department as well as verified proper packaging and labeling of exported goods for the entire military base while assigned to the only Airfield Control Group tasks in Taji, Iraq.
- Provided supplies and equipment for approximately 2000 service members including the foreign military groups for 9 months and successfully collaborated with the forces to accomplish the tasks assigned.
- Received and executed the critical instructions about timeline, person of contact, safety, route, risk management etc. and successfully transported approximately 80% of the total moving supplies across the border from Kuwait to Iraq within a given timeline safely, receiving a title of 'Soldier of the month'.

EDUCATION/CERTIFICATIONS

BS in Computer Science, Saint Martin's University • 2020

AS in Computer Science, Oklahoma City Community College • 2012

Certifications: Web Page design, Networking Fundamentals, Security Fundamentals, Windows Server Administration Fundamentals, Database Fundamentals, Identity w/Windows Server 2016 (70-742).

INDEPENDENT LEARNING

Android Application Project, 13CSSB

2017

Conceptualized, designed, developed, debugged and tested an android application to facilitate approximately 600 co-workers. Experience with Android Studio, SDK, APIs; XML programming language, and Genymotion emulator.

Pi in the Sky Project (Website: www.benzanusa.com)

2020

Collaborated with 2 classmates to design, develop and deploy the educational website on a Raspberry Pi Cluster Web Server (LINUX) for Dr. Chen at Saint Martin's University, to teach Parallel Computing Course for his upcoming semesters.

- Built 3-Raspberry Pi Cluster Web Server (Node Web Server in Linux Environment), capable of load-balancing via HAProxy for minimal down time, and Virtual Private Network using pivpn for secure home connection.
- Developed educational webpages using HTML5 and CSS.
- User Acceptance Testing was conducted with the client.

Deep Learning A-Z: Hands-On Artificial Neural Networks**2020**

Completed 23 hours course which demonstrates on building Artificial, Convolutional and Recurrent Neural Network using TensorFlow and PyTorch. Course demonstrates the use of incredible open source libraries, Keras and Theano to create powerful and complex Deep Learning Models.

Unity Game**2020 - Present**

Responsible for creating a Unity Game to demonstrate the ability to use Visual Studio, Unity and Asset Store, write code in C# programming language (Object Oriented Programming), and implement Software Development Life Cycle.

- Collaborated with 2 classmates and divided the entire projects into sprints during which daily meetings were held to discuss the progress and brainstorm solutions to challenges.
- Designed and developed a 3D flight simulator game using Unity software which demonstrates the use of built-in Unity Tools like particle system, terrains, animators and many more.
- Performed continuous issue resolution, and debugging to fix compile-time and run-time errors.

