Sujit Kumar Singh

Blockchain Developer

To effectively use and enhance my Technical skills for the growth of the organization as well as for myself in Development Field.

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WORK EXPERIENCE

Blockchain | Backend Developer
Almora

02/2018 – Present   *Gurgaon*

Responsibilties

- Working on Cryptocurrency exchange that will have the ability to trade half million orders per-second.
- Responsible for Developing and maintaining crypto coin wallets i.e Bitcoin, Ethereum, Litecoin, Bitcoincash, Erc20, Neo.
- Responsible for the development of Trading platform backend on which users will trade.
- developed all the backend of Griffex except the user authentication Microservice.
- Developed Telegram Bots and trading strategy in python.

Blockchain Developer
Darwin Labs Pvt Ltd.

08/2017 – 02/2018   *Gurgaon*

Responsibilties

- Developed a Payment Gateway API in NodeJs for Ethers, ERC20 Tokens and Bitcoins that have the ability to serve multiple merchants.
- Developed a Merchant Panel for Payment Gateway using template in AngularJs.
- Build bots in Python for tracking.

Android Application Developer Intern
IStyleYou

06/2016 – 08/2016   *Gurgaon*

Responsibilties

- Developed new layouts; added new features like whatsApp sharing, JSON parsing and also did testing and debugging.

EDUCATION

B.Tech (Information Technology)
Maharaja Surajmal Institute of Technology

2013 – 2017   *78.7%*

XII Standard (Science with Computers)
Kendriya Vidyalaya No. 4 Delhi Cantt

2011 – 2012   *80.6%*

TECHNICAL SKILLS

LANGUAGES : NodeJs, Python, C, C++, Java(J2SE)

TECHNOLOGIES: Blockchain

FRAMEWORKS: ExpressJs, Flask, Mocha

WEB SERVICES/API: REST

DATABASES: MongoDB, MySQL, Redis

VERSION CONTROL SYSTEM: GIT

MESSAGE QUEUE: RabbitMQ, Kafka

CLOUD PLATEFORM: AWS, Kubernetes, Docker

ARCIETECTURE/DESIGN: Microservices

PROJECTS

Griffex (02/2018 – Present) ⬈

- A cryptocurrency platform to provide all kind of crypto related products i.e buy and sell crypto , invest in crypto, exchange, wallets etc.

Invisible Watermarking (12/2016 – 04/2017)

- A project based on Image Processing developed in MATLAB in which watermark image is embedded into a cover image.

Object Detection (06/2016 – 11/2016)

- A GUI based application that detects various Object from a static image and video using Machine Learning.

ENVA2016 (01/2016 – 02/2016)

- An Android app that shows all the events and activities related to ENVA fest.

ACHIEVEMENTS & EXTRACURRICULAR ACTIVITIES

Participated in the event named GREENOVATION. (02/2016)

Participated in the seminar conducted by Microsoft at BVP. (09/2015)

3rd Position in MSIT coding HACKATHON. (09/2013)

Successfully represented the school in Oracle Think Quest International Competition. (10/2011)