Samandeep Singh

Software Engineer

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I am a dedicated and results-driven software developer with 1.5 years of hands-on experience in backend technologies. My journey in the tech industry began at one of India's most successful medical startups, PharmEasy. Throughout my tenure, I actively contributed to the company's success and embraced a culture of innovation and groundbreaking solutions. Now, I am eager to continue my career in technology, working with innovative and forward-thinking company.

EDUCATION

Bachelor of Technology, Major in Computer Science

Indian Institute of Information Technology, SriCity, Andhra Pradesh, India

06/2018 - 06/2022   6.97/10.0 CGPA

WORK EXPERIENCE

Software Engineer
Pharmeasy

09/2022 - 08/2023

Achievements/Tasks

- Proficiently contributed to the Phlebotomy team at PharmEasy, utilizing .Net, Spring Boot, and Nest.js frameworks, alongside managing Django, PostgreSQL, and MySQL database.
- Achieved a remarkable 93% reduction in daily on-call requests by automating the Phlebotomy operational system.
- Restructured back end code distributed across two - three frameworks and technologies under one system.
- Build new API and restructured the query flow that helps in boosting internal Dev and QA testing.
- Implemented API's under one framework to deduce and interpret API performance and also complemented it with security measures.

Software Engineer Intern
Pharmeasy

03/2022 - 07/2022

Achievements/Tasks

- Responsible for improving and implementing features in the current product.
- Also worked in improving minor fixes and bugs.
- Modify and created new apis for businesses to integrate.

SKILLS

Data Structures   C#   Spring boot   Unity

Javascript   Node Js   Inkscape   TypeScript

Java   Git/Github   .Net   Vue 3   Three js

Mongo DB   Object Oriented Programming   SQL

PERSONAL PROJECTS

3d Portfolio Project (Vue Js, Three Js) (03/2024)

- A personal portfolio developed with Vue.js and Three.js, showcasing advanced web technologies and 3D graphics
- This project demonstrates the use of mesh material, shadows, and rotation to create an interactive and visually appealing online presence.

Watch Ecommerce - FullStack Project (Vue3,Nodejs and Spring boot) (02/2024 - 03/2034)

- A comprehensive e-commerce platform developed using Vue 3 for the frontend, Spring Boot for backend operations, and Node.js for server logic
- The platform features distinct admin and client sides, enhancing user experience and administrative control.

World Of Oceans - Game Development(C# and unity) (01/2021 - 12/2021)

- World of Ocean is a mobile game that uses GEO location technology and device orientation to play
- The game is set in the late 17th century in the Caribbean. The game focuses on naval warfare
- **Technologies Used** : Unity, Inkscape, C#, Figma, Krita, Blender

LANGUAGES

Hindi
Native or Bilingual Proficiency

English
Full Professional Proficiency