

Snedden Gonsalves

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OBJECTIVE

Self-motivated software engineer who aspires to be a part of a passionate team contributing to its productiveness while growing as a professional and as a person.

WORK EXPERIENCE

THOMSON REUTERS, ROCHESTER NY

September 2016-Current

Software Engineer

- For the first year was part of a team responsible for developing and maintaining an internal web application that helped TR editors to create content for its regulatory intelligence product that gathered, monitored and analyzed regulatory information and data to track developments in the changing regulatory environment.
Some of the technologies used by the project were JAVA EE, ANGULAR, jasmine, Selenium, JUNIT, spring boot, ANT etc. Some of the activities performed as job responsibilities:
 - Delivered new features for the web application as instructed by the product owner also maintained old releases, releasing a new release every 6 months.
 - Worked closely with the BAs, PO and end users to incorporate the sprint agile framework contributing in story planning, story refinement, sprint review and adding non-functional stories to enhance user experience and helping in the story prioritizing process.
 - Worked with team members who specialized with QA work and making sure the delivered code was robust with thorough unit test coverage before merging in for QA.
- Starting second year was given a new project to work on for a brand-new product. The product was stem from proof of concept pitch that we had to develop into a production product. The business utility of the product on a very high level was to provide risk assessment by gathering information and profiling entities. We owned the operation side of the project as well which was implement using AWS cloud services. Apart from using similar web stack as the project I mentioned before the project also required usage of AWS cloud service such as EC2s, S3, CloudFormation, code pipeline, code deploy, Lambda(python) and others. Some of the activities I performed as job responsibilities unique to this project then the one before:
 - Reviewed design decisions to use various AWS services aptly and effectively as required for the project.
 - Created new python-based lambda functions to scrape articles off various sources.
 - Worked closely with a dedicated UI designer to implement the proposed designs and provide feedback.

CYPHERWORX, FAIRPORT, ROCHESTER-NY

January 2016 to May 2016

Web developer Co-op

- Help developed and maintain company's web application that let customers create onboarding content for their employees. Core technologies used in the project were PHP, Drupal, JavaScript.
 - Worked exclusively to integrate an open-sourced external module for online meetings into company's web application.
 - Reviewed company's GIT usage and suggested some changes that were received positively.

PAYCHEX, WEBSTER, ROCHESTER-NY

January 2015 to May 2015

Change, Build & Release Management Co-op

- Worked with a team responsible for maintaining service management software – ServiceNow. Actively involved in regular team scrums and gave productive feedback.

Rochester Institute of Technology, Rochester, NY

Student Manager

- Managed around 30 student's employees at a time.
- Trained and assimilated new student employees into the work force.

EDUCATION

ROCHESTER INSTITUTE OF TECHNOLOGY - Rochester, NY

August 2013 – August 2016

Masters in Information Science and Technology (MS IST) G.P.A 3.5

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PROJECTS

Data visualization web app (Capstone Project)

- A web application where users can create highly customizable graphs and data visuals
- User may use input data format in JSON or CSV and export graphs in embeddable SVG or image, Users may save their work for later use or share their work with other users in real time
- Used Laravel 5 framework for the backend and D3.js library to support the browser functionality.

GITHUB: <https://github.com/Snedden/capstone>

Web application for turn-based online game

- Created a web game using PHP, MySQL, JavaScript, SVG
- Used REST to communicate between web layers and transfer state between players.
- Implemented web security measures against SQL injections, XSS, used segregated web layers.
- Features like challenge, chat lobby, private chat etc.

GITHUB : <https://github.com/Snedden/webGame>

SKILLS

Programming Languages: Java, C#, C++.

Scripting languages: PHP, JavaScript, AS3, R, Python, Typescript.

Web: HTML5 /DOM/ CSS4 /SVG, XML/Schema/DTD, JQuery, Angular 2+, Bootstrap, D3.js, Drupal, Laravel, KnockOut.js, REST services, ECMAScript 6
MySQL, Mongo DB.

Database:

Designing tools: Photoshop, illustrator, Flash.

Web Architecture: Windows server, IIS, ASP.

Version Control: GIT, github, gitLab.

Analytical: Weka, RStudio, Tableau, Scikit-Learn Library.

Cloud based: AWS services; EC2, Code pipeline, Troposphere, Lambda etc.

Testing: Jasmine, Junit, Cucumber.

Extra-curricular activities

- Like sports, love to play volley-ball and ping pong.
- I love music, like playing the guitar.