# Snedden Gonsalves

14 Celia Dr, Rochester, NY | sgg3590@rit.edu | (425) 785 4429 | www.snedz.com

## 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. Job responsibilities included :
* Delivering new features for the web application as instructed by the product owner also maintaining old releases, releasing a new release every 6 months .
* Working 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.
* Working with team members who specialized with QA work and making sure the delivered code is 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 to 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 job responsibilities unique to this project then the one before:
* Reviewing design decisions to use AWS services aptly and effectively for functional requirements of the project.
* Working on python based lambda functions to scrape articles off various sources.
* Working 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. Technologies used in the project 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**

* Work 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 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[:](file:///C:\Users\sgg35\OneDrive\Documents\Resume\) <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>

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| **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 |
|  | **Database:** |  | MySQL, Mongo DB. |
|  | **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.

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