SRUSHTI MADAIAH BASAVRAJU

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I am a highly motivated and adaptable software developer with a strong foundation in Python, Java, C#, and SQL, specializing in object-oriented programming (OOP) and data structures & algorithms (DSA). My experience in data analytics and machine learning includes working with Hive, Hadoop, and Amazon EMR, enabling optimized data processing and visualization. As a data engineering intern and case investigator, I honed my communication and collaboration skills, effectively engaging with stakeholders, cross-functional teams, and non-technical users. My ability to quickly learn and adapt to diverse tech stacks (Python, C#, SQL, React, AWS, etc.) has allowed me to excel in fast-paced environments. With a problem-solving mindset, I have experience in debugging, testing, and optimizing software applications to ensure efficiency and reliability. Additionally, I thrive in Agile teams, applying best practices in software engineering and collaborating with stakeholders to deliver impactful solutions.

Experience __

Data Engineering Intern

EzvVet

Auckland AKL, NZ 11/2022 - 02/2023

- Orchestrated the end-to-end Extraction, Transformation, and Loading (ETL) process, leading the successful transfer of data from over 10 diverse software systems to the EzyVet platform.
- Managed the extraction of data from more than 70 different vet software systems, showcasing adaptability and versatility in handling varied data sources.
- Utilized a combination of proprietary and open-source tools, including AWS EC2 instances and S3 buckets, along with code frameworks, to ensure precision and integrity in data conversion during the migration to EzyVet.
- Engaged in data analysis activities, collaborating with cross-functional teams to display and track productivity metrics. Leveraged Grafana to visualize and analyze team performance, rates of solved and unsolved tickets, and other key metrics.
- · Resolved complex bugs encountered during the ETL process, demonstrating problem-solving skills and an ability to troubleshoot issues within code frameworks.
- · Actively participated in collaborative coding efforts on GitLab, contributing to the success of version control and team collaboration.

Education

Bachelor of Engineering (Honors) Auckland University of Technology

Auckland, AKL, NZ, 03/2021 - 12/2024

- Major in Software Engineering
- Minor in Artificial Intelligence

Projects __

 MOBILE BUDGETING APP: Created an Android expenditure tracking app using React Native JavaScript, Firebase. Link to YouTube App Demo (06/2023)

Mentorship _____

- Teaching Assistant: DataBase System Design (SQL), I worked as an SQL tutor at AUT University (07/ 2023 07/
- Teaching Assistant: Embedded Software Engineering), I worked as a tutor at AUT University (07/2024 10/2024)

Technical Skills_

C# | .NET | Java | JavaScript | TypeScript | C++ | C | Python | MSSQL | Node | Express | React | React Native | SQL | BitBucket | NoSQL | Git | Linux | | CI/CD | Jest | Unit Testing | Lambda | OOP | DSA | Game Development | Grafana | Gitlab | Figma | Lucidchart | UML Diagrams | UI/UX | Software Architecture | Frontend | Backend | Full-Stack | English, Kannada, Hindi – All professional proficiency or above

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Achievements _

- Accenture Tech Bootcamp: (3 day Hackathon where we built a Trading application to find "Skilled Workers" (plumbers, carpenters, Roof Cleaners etc...) (July 29 31) (2023) and secured Second Prize
- EzyVet Hackathon: (3 day Hackathon where we built a Pet User Engagement application "Petstagram".) (Sep 29 1st Oct)(2022) and secure Second Prize

Volunteering _

AUT Student Ambassador

CSEA (Computer Science and Engineering Association) Outreach Executive and Women's Rep AUTISA (Auckland University of Technology Indian Student Association) - Social Media Content Creator