

SUPRAJA B.

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EXPERIENCE:

SERENDEBYTE INC.

Pega Developer – Oct 2019 – Present

Working in Case Management,
Responsive UI Design, Data Management, Reporting,
Requirement Analysis, Defect Analysis and Quality Assurance
in Agile Methodology.

SERENDEBYTE INC.

Internship Trainee – July 2019 – Sept 2019

Worked in Service Emails, Case Management

EDUCATION:

RAJALAKSHMI ENGINEERING COLLEGE, ANNA UNIVERSITY

Bachelor of Engineering in Computer Science – MARCH 2019

CGPA: 8.08 out of 10

SRI VENKATESWARA VIDHYA MANTHIR HIGHER SECONDARY SCHOOL

XII – MARCH 2015

Percentage: 96.25%

SKNS PMC VIVEKANANDA VIDYALAYA

X – MARCH 2013

CGPA: 10 out of 10

SKILLS:

C, C++, HTML, CSS, Bootstrap, Python,,
PostgreSQL, Pega PRPC, Git, Android Studio, Java.

CERTIFICATIONS:

- Technical Support Fundamentals by Google and Coursera
- Usable Security by Maryland University and Coursera
- Social Engineering Manipulation by Cybrary
- Digital Unlocked by Google
- Python Training by Spoken Tutorials and IIT Bombay
- Certified System Architect, Pega 7.2
- Certified Senior System Architect, Pega 7.4

PARTICIPATIONS:

- Google India Challenge Scholarship – Front End Development
- New India Student Championship 2018
- AppDev Bootcamp - Front End Development

- Unified Technology Learning Platform by WIPRO

PUBLICATIONS:

- Knowledge Representation and Answer Evaluation System using Language Processing Algorithm.
 - Reducing Food Wastage in an Indian Scenario – An Android Application
 - Detection of Endangered Gangetic Dolphins from Underwater Videos Using Improved Hybrid Frame Detection.

PROJECTS:

• Automatic Answer Sheets Evaluator

An android and web-integrated application built on Python and interfaced with Django framework to make the answer paper evaluation go digital.

• BuzzBook

A Pega based application to post movie shows for the theatre owners and book movie tickets for the end customers online. It uses REST integration simulated for payments through credit/debit cards.

• Bestow

A progressive web and android integrated application as a platform for people to donate books, food, blood, etc. built on Bootstrap framework using HTML, CSS and Jscript with Android Studio.

• Electronic Voting Machine

Developed an embedded system using ULK (Universal Learning Kit) to build an electronic voting machine in C and UNIX.

PET PROJECTS:

• Callum

Developed a progressive speech emotion recognition model using python librosa and sklearn.

• Virtual Keylogger

Developed a keystroke logger model to capture both keys struck on the keyboard as well as a virtual keyboard.

AWARDS:

- First Prize in ACM-w National level hackathon held by ICT at College of Engineering, Guindy.