ALKA SANTHOSH

SOFTWARE DEVELOPER

CONTACT INFO

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♀ Abu Dhabi, UAE

TECHNICAL SKILLS

+ C/C++
+ UNIX, LINUX, BASH/SHELL
+ GIT, GITHUB, GITLAB
+ HTML5 & CSS
+ JAVASCRIPT & BOOTSTRAP
+ JAVA
+ AJAX & JSON
+ MYSQL, JQUERY
+ UNIT TESTING
+ VISUAL STUDIO CODE
+ FIGMA
+ DOCKER
+ JUPYTER

SOFT SKILLS

+ SELF-LEARNER
+ CRITICAL THINKING
+ PROBLEM-SOLVING
+ CURIOSITY
+ SELF-AWARENESS
+ TEAM WORK
+ GOAL-ORIENTED
+ RESILIENCE
+ TIME MANAGEMENT
+ PROJECT MANAGEMENT
+ EMOTIONAL INTELLIGENCE

LANGUAGES

+ ENGLISH - PROFICIENT
+ MALAYALAM - PROFICIENT
+ FRENCH - INTERMEDIATE

CERTIFICATIONS

+ IBM MACHINE LEARNING PROFESSIONAL CERTIFICATE

(JAN 2023 - CURRENT)

CAREER OBJECTIVE

An aspiring developer with a curious mind looking to integrate the soft and technical skills developed through a peer-to-peer, self-learning and project-based coding environment. With the current mindset gained through constant research and a strive towards perfectionism, I have gained the ability to learn and apply new expertise within limited time-frames which in turn would aid in a more efficient working process.

EDUCATION

DIPLOMA IN SOFTWARE ENGINEERING
42 ABU DHABI   *AUG 2021-CURRENT*

+ Project-based coding school:
+ Following a disruptive form of education, an environment that polishes and perfects the students learning proficiency
+ Current project: Creating an infrastructure of docker images with the use of docker compose & VirtualBox.

HIGH SCHOOL DIPLOMA
THE CAMBRIDGE HIGH SCHOOL   *SEP 2005-JULY 2019*

+ AS level diploma
+ Subjects completed: Mathematics, Accounting, Business, English

COURSES

+ Functional Mathematics & Statistics
+ ICT & Entrepreneurship
+ Learning to Learn
+ Career Planning - 42 Abu Dhabi

+ Git & Github - Coursera
+ Command Line Course - Coursera
+ OOP: Java - UOWD
+ Web Development - UOWD

PROJECT-BASED SKILLS

+ Algorithmic Projects
+ Database Management
+ Data Structures
+ Graphical Projects
+ Logic-Based Projects

+ Network and System Administration
+ Object-Oriented Programming
+ System Architecture and Design
+ Unix Programming
+ Raycasting

PROJECTS

AL KAAS STATIC WEBSITE   *JAN 2023*
+ Created UX/UI design on Figma.
+ Created a website using HTML5, Bootstrap, CSS and JavaScript.

CUB3D   *OCT 2022-DEC 2022*
+ Created a replica of first 3D pov game WolfenStein.
+ Rendered images and created own raycaster.
+ Applied different line-drawing algorithms and vectors.

MINISHELL   *JULY 2022-OCT 2022*
+ Unix Programming, replicating existing functions and commands.
+ Recreated a section of the Unix shell, identifying and resolving minor faults.
+ Worked in teams, hence, increased creativity in terms of coming up with unique ways of recreation.

PHILOSOPHERS   *MARCH 2022-APRIL 2022*
+ Multi-threaded program created using given constrictions.
+ Learned new techniques about efficiency initiated by use of threads.

PUSH SWAP   *DEC 2021-JAN 2022*
+ A purely algorithmic and logic-based project.
+ Using given constrictions, created an efficient sorting algorithm within given number of moves and type of steps.
+ Built a strong logical and efficient mindset.

FRACT-OL   *SEP 2021-OCT 2021*
+ Graphical & Algorithmic Project.
+ Converted mathematical formulas of fractals(endless repetition of a pattern) in terms of code.
+ Created effects to zoom untill the system's capacity.
+ Fractals created: Julia, Mandelbrot, Manelbar, Burning Ship.

WORK EXPERIENCE

IT & ACCOUNTING INTERN AT AL KAAS TRADING   *AUG 2019-JULY 2021*

+ Created new templates and kept up-to-date with quotations and invoices.
+ Assisted in setting up and identifying bugs in new softwares.
+ Recorded payments into a systemized databse.
+ Verified as well as kept track of daily reports and expenses.