

SUMMARY: A Computer Science Graduate having ~2.5 years of software development experience seeking full-time opportunities.

EDUCATION QUALIFICATIONS

Master of Science in Computer Science, **University of Florida**

GPA 3.77

Aug '15- May '17

Bachelor of engineering in Computer Science, BIT MESRA, INDIA

July '07- June '11

COURSEWORK:

- Analysis of Algorithm, Distributed OS, Concurrent Programming, DBMS, Computer Networks, Pattern Recognition, Advanced Data Structure

TECHINICAL SKILLS

Languages: Java, JavaScript, NodeJS, Scala, HTML, C++, Python, AngularJS.

Framework: Android, bootstrap, ExpressJS, Akka.

Databases: SQL, MySQL, Oracle, MongoDB, Mongoose (ODM).

ACADEMICS PROJECTS (<https://github.com/amitabh4000>)

Facebook API Simulator: Developed a distributed message processing application with client, web-server and back-end server and simulated the use of Facebook API server and made the API secure using end to end AES and RSA cryptography.

P2P Network Implementation: Implemented Chord Protocol to perform network joining and routing using distributed hash tables in a very large overlay network of nodes.

Gossip based computation of aggregate computation: Implemented gossip algorithm for distributed systems on different network topologies (3D, line and full) and their detailed study of convergence and connectivity statistics were presented.

One-touch Weather: Developed a weather App that displays weather Information according to Geographical Location. Designed a 1-touch feature 'MYLOC' for the app which finds weather of current location using GPS with just a touch.

Top100: Developed an android App which displays the popular movies and top rated movies with features like 'add/remove favorites', watch trailer using Sync Adapter for data transfer, Content Provider for data handling, SQLite for data storage and Android unit testing to test the DB operations.

Muvi1line (<http://www.muvi1line.com/IMDB250>): Designed and developed a twitter-IMDB combo website using NodeJS, mongoDB, Express.js, AWS (Cognito), AngularJS and Bootstrap.

2D PC Game(Java): Developed an interactive 2D PC game implementing Design Patterns like Observer, Factory, Composite and State patterns in Java using Greenfoot Platform.

WORK EXPERIENCE

Self-employment

Ad Server Application

Oct 2014 - June 2015

- Developed an Ad Server which stores information about Advertisers, ad campaigns and delivers them on websites.
- Integrated the application with AWS, Stripe payment service and Revive Ad server.
- Designed and developed the API for the application for further development.
- Used NodeJS and MongoDB for the backend data manipulation & storage and VanillaJS, HTML and Bootstrap for UI development.

Self-employment

Real Estate Application

Feb 2014 - Aug 2014

- Developed the Back-end and UI of a web application which displays the profitable properties in terms of investment scores.
- Enhanced the application to support large datasets and optimized the application performance by about 30%.
- Refactored the code according to the new requirements and performed unit testing.
- Designed the design document and specification document of the application.
- Used NodeJS and MongoDB for the backend data manipulation & storage and VanillaJS, HTML and Bootstrap for UI development.

Software Developer

Aricent Technologies – INDIA

Jan 2012-Mar 2013

- Optimized and enhanced the SLA (Service Level Agreement) parameters: (Complexity, Duplicity, Coverage, Memory Leakage) of the O&M level Radio Network Alarm System for Nokia & Siemens in TNSDL language.
- Designed and implemented the cache file for the alarms after system upgrade which improved querying time by ~3-4 times by minimizing querying from remote Database.
- Optimized and increased the code coverage of the sanity testing by 200%.

