

Annet John

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EDUCATION

Pace University, Seidenberg School of Computer Science and Information Systems **New York, NY**

Master of Science (MS) in Computer Science | **Concentration:** Software Development | **GPA:** 3.74 **May 2021**

Relevant Coursework: Mobile Web Development, HMN Factor and Usability Metrics, Algorithms and Computing Theory, Database Management, Internet Computing, Security in Computer Networking, Game Programming, Parallel Computing and Distribution

Christ University Faculty of Engineering

Karnataka, India

Bachelor of Technology (BTech) in Computer Science

May 2018

Relevant Coursework: User Interface Design, Graphics and Multimedia, Software Engineering, Object-Oriented Programming, Mobile Computing, Operating Systems, Networking, Problem-solving and Programming Concepts, Advanced Java Programming

TECHNICAL SKILLS

Programming skills: Java, C, JavaScript, Python, Agile Methodology

Web technology: HTML5, CSS, Node.js, Express.js, React

Cloud Distributed Computing: Docker

Version Control: GitHub

Database: MySQL

Virtualization: Oracle VM VirtualBox

ACADEMIC PROJECTS

Fitness Application System **January 2021 – April 2021**

- Collaborated with team of 4 to build fitness application by following agile software development methodology to provide users with suitable nutrition programs and at-home workout routines using React framework and JavaScript.
- Coordinated with team as QA Analyst to improve processes by 60% and performed data analysis and data testing using Tricentis qTest tool.

Java Database Application System **April 2020 – May 2020**

- Designed and developed a SQL database for a Research Paper review system using ER model and created SQL queries to conduct different operations on the data by connecting it with a Java Database connector.

RESTful API Web Service Application **December 2019 – January 2020**

- Developed and designed a RESTful web service that helps users to select items for a digital restaurant menu card, which responds to four GET routes that run in a Docker container.
- Created a JSON file with key-value pairs that replicate recipes and dishes from the menu.

EXPERIENCE

Shoptaki Inc., Staten Island, NY, Software Engineer Intern **September 2021 – present**

- Developing and managing features for a smartchain platform, conceive, research and develop platform system spanning from web to mobile. Using the Agile Methodology to write and modify algorithms, using Python, C language, Artificial intelligence, and machine learning. Performing software quality assurance testing and participate in code reviews.

New York State Public Health Association, New York, NY, Web Development Intern **June 2020 – December 2020**

- Collaborated with team of 3 as frontend developer to design advocacy tool for non-profit organization using React and Material UI frameworks with MySQL database, aiming to help users to contact elected representatives about health-related issues.

Hewlett Packard, Karnataka, India, Back-end Web Developer **August 2018 – July 2019**

- Developed the server-side logic, created and maintained the central database, and ensured 85% high performance and responsiveness for any requests coming from the front-end by using Python and RDBMS.
- Collaborated on hosting the infrastructure, including database administration and sizing applications to fit changing loads.

Tata Consultancy Services, Karnataka, India, Software Engineer Intern **June 2017 – July 2018**

- Collaborated with design team of 7 members to create prototype of TCS Transaction Monitor which helps track performance and availability of portal globally using JavaScript, HTML, and CSS.
- Evaluated problems by debugging and testing code and proactively learning about new technologies to fix technical issues.

Preva Systems Pvt Ltd., Karnataka, India, Product Development Engineer **April 2016 – April 2017**

- Evaluated Internet of Things (IoT) devices' reliability and performance using various testing tools, which led to 20% increase in the company's productivity to deliver improved and faster services.
- Collaborated with team of 2 to design and implement prototype of Smart stick for visually impaired using Arduino Uno board and various sensors.