

Anirudh Sylendranath

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Technical Skills

- *Programming Languages:* HTML5, CSS, Javascript, C/C++, Java, Android, COBOL, Visual Basic
- *Server-side Technologies:* NodeJS, MongoDB, PHP, MySQL, JCL, DB2
- *JavaScript Libraries and Tools:* AngularJS, Socket.IO, Bower, Grunt
- *Software:* Photoshop, Sublime Text 2, IntelliJ IDEA

Education

Amrita School of Engineering, Coimbatore, India

B.Tech, Computer Science and Engineering

2008—12

Central Board of Secondary Education, India (*DPS-MIS, Qatar*)

All India Senior School Certificate Examination

2008

Central Board of Secondary Education, Coimbatore, India (Air Force School, India)

All India Secondary School Examination

2006

Professional Experience

Programmer Analyst Trainee, Cognizant Technology Solutions

Feb 2013 — Jul 2014

- *Predictive Scoring System for Client*
- Junior Programmer on team maintaining Predictive Scoring System for tracking millions of companies worldwide and assigning Scores based on the viability of their shares
- *Environment:* Mainframe z/OS, COBOL, JCL, DB2

Freelance Web Developer, Om Vedic Heritage Center, Singapore

Sep 2012

- *Admin System for Client*
- Developed a rudimentary admin system for small medical business which allowed CRUD operations on appointments, manage medical stocks, take attendance etc.
- *Environment:* HTML, CSS, JS, PHP, MySQL

Application Developer (Intern), Arya Vaidya Pharmacy Pvt Ltd, India

May 2011 — Jul 2011

- *Company-wide Complaint Management System*
- Responsible for development of reporting, monitoring, and management system for tracking computer system issues and complaints across the multi-site company network.
- *Environment:* Visual Basic 6.0, Windows

Academic Projects

HTML5 Canvas Multiplayer Game

Jan 2012 — Apr 2012

- Developed browser-based, cross-browser compatible, graphical multiplayer online game that allows for text-based and in-game interaction between players and does not require third-party plugins.
- Final year project developed towards requirements of Bachelor's degree in Engineering.
- *Environment:* HTML5 Canvas, WebSockets

Movie Ticketing Software

Jan 2009 — Jul 2014

- Developed a Multiplex ticket booking software which allowed admin to book tickets for movies across various screens in a multiplex and allowed user to select available seats
- First Year Computer Science project as part of coursework
- *Environment:* Turbo C++

Extra-curricular activities

- Led the organization and execution of several events involving hundreds of students at inter-collegiate technical symposia.
- Undertook representative position of responsibility for my class at university, involving liaising with staff members and students.