

# Sergelenbayar (Bayar) Tsogtbaatar

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+1(916)-956-2250 | bayar.tsogtba@gmail.com | github.com/bayar-t | Sacramento, CA | U.S. Citizen

<b>OBJECTIVE</b>	Obtain a position and provide value to a company that offers opportunities to learn.	
<b>EDUCATION</b>	<b>University of California San Diego</b> B.S. in Mathematics - Computer Science	June 2020
<b>EXPERIENCE</b>	<b>Software Engineer (Virtusa)</b> Contract to Fidelity Investments	Jan. 2022 - Current
	<ul style="list-style-type: none"><li>• Modernizing core applications and migrating them to AKS.</li><li>• Learning about and working with technologies such as: Spring Boot, Spring Cloud, Spring Security, RabbitMQ, Apache Kafka/Zookeeper, Docker, Kubernetes, Jenkins, MySQL, MongoDB, GraphQL, Redis, Prometheus, Resilience4j</li></ul>	
	<b>Software Engineer (Infosys)</b> Contract to Early Warning/Zelle	Oct. 2020 - Nov. 2021
	<ul style="list-style-type: none"><li>• Deployed several Apache Solr and Hive datastores and modified existing business logic to filter data. Validated by testing input and output in DEV,QA environments then finally demo'd to Delivery team with necessary documents.</li><li>• Integrated Veracode scans for a GitLab CI/CD pipeline and reduced reported vulnerabilities by 100%.</li><li>• Unit tests via TestNG framework to validate internal API endpoints.</li><li>• Created Integration tests using Cucumber for all features delivered by team. Organized stories and met with dev's to gain understanding and test each feature.</li><li>• Performance testing for API calls to an endpoint using JMeter.</li></ul>	
<b>PROJECTS</b>	<b>Intern</b> Mova Globes	Aug. 2018 - Nov. 2018
	<ul style="list-style-type: none"><li>• Automated engravings on glass bases using CAD software.</li><li>• Served 50+ customers/companies worldwide and delivered 500+ engraved glass bases.</li></ul>	
	<b>Housemates: (Javascript)</b>	
	<ul style="list-style-type: none"><li>• Contributed to design and implementation of an anonymous chore-management app using both Agile and Waterfall methodology within class.</li><li>• It balances the workload automatically based on a point system and assigns the tasks. It also alerts your housemates anonymously of chores that need to be done, the app uses React Native, Firebase and calls to REST APIs.</li></ul>	
	<b>2048: (Java)</b>	
	<ul style="list-style-type: none"><li>• Developed from scratch a sliding block game using Java and JavaFX.</li></ul>	
	<b>Huffman Compression (C++)</b>	
	<ul style="list-style-type: none"><li>• Implemented Huffman's lossless system to encode and decode files with bitwise I/O.</li></ul>	
	<b>Haskell Interpreter:</b>	
	<ul style="list-style-type: none"><li>• A prompt for executing Haskell commands and scripts implemented with a Lexer and Parser we wrote that uses Lambda Calculus for logic.</li></ul>	

## **SKILLS**

*Languages:* Java, C/C++, Python, HTML, CSS, Javascript,  
SQL, ARM

*Technologies:* Git, GitLab CI/CD, Docker, Kubernetes, Spring Boot, REST/SOAP,  
Veracode, JMeter, Microservices, GraphQL, SoapUI, HBase, Solr, Kafka