# Nagendar Reddy Chitukula

Email: <a href="mailto:chnreddy@gmail.com">chnreddy@gmail.com</a>
Phone: +91 - 9989619015

## **Executive Summary**

A competent professional over 14 years of experience in analysing, designing, building and maintaining a wide range of applications that aids the business in meeting their goals. Worked in design and development of real time, high volume, concurrent and distributed systems. Extensively followed Agile Practices.

#### **Education**

Master of Computer Application (MCA) from National Institute of Technology (NIT) Warangal.

## **Areas of Interest**

- Object Oriented Analysis and Design
- Data Structures and Algorithms
- Performance Testing and Tuning
- Agile Development
- Service Oriented Architecture

# **Professional Experience**

## TechMojo Solutions Pvt. Ltd.

(Dec'2016 - Till date) Software Architect

#### 1) Multi-Pocket eWallet System

• Role: Architect & Lead

• Technology: Spring Boot, MySQL, Kafka

• Team Size: 9

Synopsis: Roka is a multi-pocket eWallet. Every pocket in the wallet has got its own

restrictions for using money from that pocket. These wallets are linked up to prepaid cards to enable POS swipes and based on the POS merchant category money gets pooled from the appropriate pocket. There is an orchestrator service sitting on top of these individual pockets which takes

care of pooling and unpooling from them.

• Responsibilities: a) Requirement discussions with the product team and prepare High

Level Design.

b) Preparing Low Level Design of the requirements and guide the team

members.

c) Point of contact for the partners for integrations.

d) Gatekeeper for all repositories.

#### 2) Payment Integration & Processor Optimization

Role: Lead & DeveloperTechnology: Spring Boot, Oracle

• Team Size: 5

• **Synopsis:** Payment hub is a router and wrapper for multiple payment method

integrations. This acts as a Single API for any payment method

integration for the merchants(s) reducing their integration time & cost. For most of the payment methods we have multiple processors which can process the transaction, here the router is smart enough to route the transaction to a processor based on processor's credibility, success rate,

velocity limits, bin optimizations etc.

• **Responsibilities:** a) Was in front seat to structure the whole thought process of Single API

and got the buyin for executing this project.

b) Played vital role in migrating the merchants to the new integration.

c) Code the structure and hand over to the teams to take it forward.

d) Conducted the live code reviews.

## IVY Comptech Pvt. Ltd. (subsidiary of Bwin.Party)

(Sep'2010 - Dec'2016)

Lead - Software Development

#### 1) Complex Event Processor (Using ESPER)

• Role: Lead & Developer

• **Technology:** Spring Integration, Spring MVC, PL/SQL, Terracotta, Active MQ, ESPER

• Team Size: 6

• Synopsis: Objective of this system is to acquire and retain new players into the

Party Gaming System. For this, rules (something like – i)Wager 5\$, you will be awarded 1\$ or ii)Play 5 hands for 5 consecutive days to get a Free Tourney Ticket etc) are created from a backoffice admin, which are in turn converted into ESPER queries and fed into the ESPER engine. Every

activity of player is captured and run against these rules to see if something gets matched. We have created rules per session, across

session (i.e. lifetime rules) etc.

• Responsibilities: a) Participating in design discussions, reviewing the design and code.

b) Preparing low level design of the requirements and implementing

them.

c) Documenting the new features and best practices.

d) Review test plans and test cases written by QA.

### 2) Loyalty Points System

• Role: Senior Developer

• **Technology:** Spring Integration, PL/SQL, Terracotta, Active MQ

• Team Size: 4

Synopsis: Objective of this system is to award loyalty points to players based

on their gaming activity and assign a proper loyalty category based on the points he/she earned in that month. Each game will have its own points factor, which is multiplied to his rake amount to derive the points to be awarded. These points can be redeemed against purchasing items in the third-party store called 'Initial

Rewards'.

• **Responsibilities:** a) Was part of the team from day one and we have built this system from

the scratch.

b) Actively involved in designing and presenting it to the stake holders.

c) Code reviews.

## EMC Data Storage Systems Pvt. Ltd. (Dell EMC).

(June'2006 – Sep'2010) Senior Software Engineer

#### 1) Network Storage Virtualization

• Role: Developer

• Technology: Java Swings, Python

• Team Size: 12

• Synopsis: EMC Invista is a networked storage virtualization solution that runs on

intelligent switches. Invista enables enterprises to achieve non-disruptive operations, eliminate planned downtime, and centralize & streamline storage management. This high-performance, integrated hardware and software solution delivers these benefits through the simple and non-disruptive movement, copying, and migration of data across multiple

tiers of heterogeneous storage arrays

Responsibilities: a) Developing GUI.

b) Developed the interface for couple of new features namely CCG,

Mirroring, Filtering etc.

c) Involved in Marketing Team's KT workshop which is called as "Train

the Trainer".

## **Technical Skills**

Programming	Java, JavaScript, SQL, PL/SQL
Database	Oracle, MySQL
Web	J2EE, Spring, REST, SOAP

Web/App Servers	Tomcat, Virgo, Apache
Caching	EhCache, TerraCotta, Redis
Build Technologies	Maven, Gradle
Testing Technologies	Junit, TestNG
Others	Apache Active MQ, Quartz scheduling,
	Apache Kafka, JMeter, ESPER, Drools

## **Personal Profile**

Date of Birth: 10/06/1981
 Present Address: H.No. 1-9-49/3,

Ramnagar,

Hyderabad – 500 044Permanent Address: Vill: Ullithimayapally,

Post: Ananthasagar, Man: Chegunta, Dist: Medak. Pin Code: 502247.

## **Bottom Line**

Thank you for having time and patience to go through my resume. Looking forward for a positive response.

Nagendar Reddy Chitukula

Note: References would be made available if required