**Suman Kumar Mishra**

**Lead Architect**

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**10+ years** of experience in Front-End and Web app development. Extensive experience in **HTML4, HTML5, CSS2/3, JavaScript, Jquery, Ajax, AngularJS, KnockoutJS and BackboneJS**. Involved in creation of Technical Architecture, Requirements Gathering, Design, Development, and UI Testing.

**Professional Experience:**

Over 10 years of experience in developing web applications.

1. Lead Architect at Cognizant Technology Solutions, Hyderabad – From Feb 2007 to till date

2. Software Engineer at Tata Interactive Systems, Mumbai - From Jan 2006 to Feb 2007

3. Software Engineer at Win Information Technology, Hyderabad - From March 2005to Jan 2006

**Summary of Technical Expertise**

1. Extensive experience in **HTML4**, **HTML5**, **CSS2/CSS3, JavaScript, AngularJS, BackboneJS, knockoutJS, NodeJS, Jquery, and Ajax**.
2. Have worked on Javsscript task runner like **Grunt**.
3. Have knowledge of **ExpressJS** framework
4. Experience with Mobile Front End Technologies like **Jquery Mobile, Sencha Touch, and Phone Gap.**
5. Excelled in and engaged extensively in **Unit Testing** using **Jasmine**
6. Experience with complete Web development application framework consisting of **HTML/CSS**, **DHTML**, **Ajax**, **ASP.Net**, **and JSP’s**.
7. Worked extensively in the areas of **HTML/DHTML, CSS** modifications. JavaScript modifications.
8. Experience in **Development** and **Documentation** throughout the entire **SDLC.**
9. Extensively work in **Mobile web App** and **Mobile web sites** projects. Also lead the project successfully as a UI lead.
10. Understand the Business flow of other business verticals.
11. Knows RIA technologies like **Flash**,**FLEX3**, **Flex4**, **ActionScript 3.0**, and **EXT-JS**.
12. Experience in working with diverse global teams in product development and unit testing.
13. Managed 5-7 developers at a time in several different projects while still delivering code as well.
14. Worked as a project Lead involved extensively doing **Project Estimation**, **Project Documentations**, **Delivery Methodology**, and **Client Communications**.
15. Highly motivated, detail oriented, ability to work independently and as a part of the team with excellent Technical, Analytical and Communication skills

**Education:**

Master of Computer Applications (2004), Osmania University, Hyderabad

**Certifications:**

**Adobe Certified Expert** in Flex 4

**Technical Skills:**

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| **Front-end** | HTML4, HTML5, CSS2/3, JavaScript, AngularJS, KnockoutJS, BackboneJS, NodeJS, jQuery, Sencha Touch 1&2 and Ext.js |
| **Server-side** | Servlets, JSP, Tomcat, Apache |
| **Databases** | MySQL, Oracle |
| **Operating Systems** | Windows |
| **Tools** | Adobe Flash CS3, Adobe Flash CS5,Phonegap |
| **Native Mobile Application Development** | Android basics |

**Important Projects:**

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| 1. | **Williams Sonama Ecom UI** |
| **Client** | **Williams Sonama** |
| **Role** | **Lead Developer** |
| **Duration** | 4 Months |
| **Team Size** | 4 |
| **Environment:** HTML5,CSS3,Javascript, Sass, and FTL | |

**Project Description:**

The objective of the project was to upgrade their existing website to Mobile. Client engaged a third party agency to create templates and style guide for their mobile websites. We have used their templates and style guides and converted the existing website to Mobile site.

Developed application using FTL, SAAS, and Javascript. Followed best practices and coding standards. Entirely Responsible for the UI deliverables from offshore and managing the entire team.

**Roles and Responsibilities:**

* Managed 4 developers and lead the entire UI while still developing the code as well.
* Developed application using HTML5, CSS3, FTL and Sass
* Followed best practices and coding standards.
* Entirely Responsible for the UI deliverables from offshore and managing the entire team.

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| 2. | **E360** |
| **Client** | **IMS Health** |
| **Role** | **Architect** |
| **Duration** | 8 Months |
| **Team Size** | 4 |
| **Environment:** AngularJS, ASP.NET MVC | |

**Project Description:**

The objective of the project was to create a dashboard, which would be a Single Page Application. Dashboard displayed data in tabular and graphical format.

**Roles and Responsibilities:**

* Managed 4 developers and lead the entire UI while still developing the code as well.
* Developed application using Angular, HTML, CSS, Jquery and Javascript
* Followed best practices and coding standards.
* Entirely Responsible for the UI deliverables from offshore and managing the entire team.

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| 3. | **Allergan – iPad Application** |
| **Client** | **Maritz** |
| **Role** | **Lead Developer** |
| **Duration** | 8 Months |
| **Team Size** | 6 |
| **Environment:** HTML5, CSS3, Javascript, KnockoutJS, and Phonegap. | |

**Project Description:**

The objective of the project is to build an iPad app for an existing web application for sales representatives. This application will be a one stop shop for everything a sales representative needs to communicate to a customer. Developed a sales presentation tool that captures and stores data of the accounts associated to a representative.Allergan is a client of Maritz.

**Roles and Responsibilities:**

* Managed 5 developers and lead the entire UI while still delivering code as well.
* Developed application using HTML5, CSS3, KnockoutJS, Javascript and Phonegap.
* We have used knockoutJS for the binding data between view and model.
* Developed a custom pyramid component using kinetic.js.
* Followed best practices and coding standards.
* Entirely Responsible for the UI deliverables from offshore and managing the entire team.

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| 4. | **My Spends -- Barclays** |
| **Client** | **Barclays** |
| **Role** | **Developer** |
| **Duration** | 2 Months |
| **Team Size** | 1 |
| **Environment:** HTML5, CSS3, JavaScript, AngularJS, RWD and Google Charts. | |

**Project Description:**

The Objective of this project is to build a responsive web application. This application will be used to track the user bank related transactions. User can download the account statements of different accounts. User can compare his expenses visually and plan spending’s accordingly. And user can locate the branches using pin code. It is like a one stop shop for everything a user wants. We have used AngularJS to organize the modules in this application.

**Roles and Responsibilities:**

* Implemented the routing module with the use of Angular Router.
* Designed and developed dynamic accordion with the use of ng-repeat directive.
* Responsible for integrating angular bootstrap directives for UI Components and web services integration.

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| 5. | **Portfolio** |
| **Client** | **First Data** |
| **Role** | Lead Developer |
| **Duration** | 3 months |
| **Team Size** | 3 |
| **Environment:** Sencha Touch 1.0 and CSS3 | |

**Project Description:**

**First Data Corporation** is an American payment processing company headquartered in Atlanta, Georgia. First Data is a provider of electronic commerce and payment solutions.

First Data wanted to build an iPad app to showcase their projects as a dashboard to their higher management. The dashboard displays projects based on various categories.

The Rich user interface of Dashboard was built using Sencha Touch 1.0. We have used Sencha interactive charts to display dashboard. We have created a custom dynamic carousel and used the same across all the sections.

**Roles and Responsibilities:**

* Lead the entire team and communicated client as a lead UI developer from the team and responsible for quality deliverables and requirement gathering.
* Worked with vertical development team parallel for the integration and successfully achieved it with minimal issues.
* Developed application using Sencha Touch v1.0.
* Followed Coding Standards and Client Reviews

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| 6. | **Barbie - Mobile** |
| **Client** | **Mattel** |
| **Role** | **Developer** |
| **Duration** | 1 Month |
| **Team Size** | 1 |
| **Environment:** Sencha Touch 1.0 and CSS3 | |

**Project Description:**

**Mattel** is the world's largest toy company based on revenue. The products it produces include Fisher Price, Barbie dolls, Hot Wheels and Matchbox toys, Masters of the Universe, American Girl dolls, board games, and, in the early 1980s, video game consoles.

Mattel had an requirement to convert their existing desktop application to mobile application.

The desktop application had list of Videos and user was able to select a video from the list, he can play/pause/rewind/stop and play the video from different list.

Mattel was looking for single code base for both Tablets and Mobiles. We have implemented this with Sencha Touch which has inbuilt responsive feature.

**Roles and Responsibilities:**

* Worked with vertical development team parallel for the integration and successfully achieved it with minimal issues.
* Developed application using Sencha Touch v1.0.
* Followed Coding Standards and Client Reviews

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| 7. | **Pepsi Co Food For Good** |
| **Client** | Pepsi Co |
| **Role** | Lead Web Developer |
| **Duration** | 3 Months |
| **Team Size** | 4 |
| **Environment:** HTML5, CSS3, Javascript, Jquery, Jquery Mobile, Google Maps API, Responsive Web Design | |

**Project Description:**

This is a mobile-only web application, which is developed using the responsive web design so that it would be compatible with all the android, blackberry, apple mobile devices. The major feature of this app is, plotting routes and markers on maps. We’ve extensively used the HTML5 Local Storage API for storing the locations throughout the app. We used all the new HTML5 elements in this project. The project has gone live, it’s been accessed by the users from various mobile devices. My role is end-to-end development of the user interface.

**Roles and Responsibilities:**

* **Involved in complete life cycle of software development including designing, developing, testing, and deployment of application**
* Extensively involved in developing **HTML5** pages using **CSS3**.
* Integrated the entire UI development in .Net application.
* Worked in different modules and phases of this mobile web site development.
* Lead the entire team and communicated client as a lead UI developer from the team and responsible for quality deliverables and requirement gathering.
* Worked with vertical development team parallel for the integration and successfully achieved it with minimal issues.

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| 8. | **BattleForce5.com Website** |
| **Client** | Mattel |
| **Role** | **Flash Developer** |
| **Duration** | 01/2010 to 08/2011 |
| **Team Size** | 7 |
| **Environment:** Adobe Flash, Actionscript 3.0, HTML, Javascript and ASP.net | |

**Project Description:**

Battleforce 5 is a website targeted to kids to play car based games. The website includes five characters and each character has its own unique car. The website, apart from games, offers online videos, buying oys, and other fun activities for kids that entertain them online. The entire website has been implemented using Adobe Flash and .Net

**Responsibilities:**

* Developed Video Player component with play,pause, replay and stop controls
* Developed Bejeweled Matching game using flash Actionscript 3.0
* Developed flash components for Battleforce5 characters
* Worked with vertical development team parallel for the integration and successfully achieved it with minimal issues.

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| 9. | **Barbie.com website** |
| **Client** | Mattel |
| **Role** | **Flash Developer** |
| **Duration** | 02/2007 to till date |
| **Team Size** | 5 |
| **Environment:** Adobe Flash, Actionscript 3.0, HTML, Javascript and ASP.net | |

**Project Description:**

Barbie is a website that stores everything related to Barbie. Barbie is a fashion doll manufactured by Mattel, Inc. The website offers number of videos and online games on the theme of Barbie concept. The website allows users to buy dolls and other related accessories.

**Roles and Responsibilities:**

* Developed Video Player component with play,pause, replay and stop controls
* Developed Bejeweled Matching game using flash Actionscript 3.0
* Developed flash components for Battleforce5 characters
* Worked with vertical development team parallel for the integration and successfully achieved it with minimal issues.

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| 10. | **Mattel.com website** |
| **Client** | Mattel |
| **Role** | **UI Developer** |
| **Duration** | 04/2010 to till date |
| **Team Size** | 4 |
| **Using:** HTML, CSS, and Javascript | |

**Project Description:**

Mattel is the largest toy manufacturing company that manages many best selling toy brands such as Barbie and Hot Wheels. This website works as an umbrella for the entire Mattel products and brands by providing interactive content to the users.

**Responsibilities:**

* Understanding requirement documents and creating user interface guidelines and checklist which are used by team members as a reference
* Integrating HTML content to Drupal

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| 11. | **Service Management Dashboard** |
| **Client** | Ameriprise |
| **Role** | **Flash Developer** |
| **Duration** | 3 Months |
| **Team Size** | 2 |
| **Environment:** Adobe Flash, Actionscript 2.0 | |

**Project Description:**

The objective of the project is to create The Service Management Dashboard. The dashboard has been built into three blocks to include the live updates, real time data, and historical data. The updates and real time data sections are updated every two minutes. They can be configured to a timeframe of more than two minutes.

**Responsibilities:**

* Understanding the service management domain and specific terms related to the domain.
* Developing user interfaces which are Rich and easy to use for the users.
* Interacting with the project managers to help them use the dashboard and getting their feedback.