

## Education

**San Jose State University**, San Jose, CA

Jan 2017-Dec 2018

Master of Science in Software Engineering

GPA:3.4

Coursework: Enterprise Application Development, Cloud computing, Software Systems Engineering, Data Science,

UML Design patterns, JavaScript design patterns

**GITAM University**, Visakhapatnam, India

May 2014

Bachelors-Electronics and Communication Engineering.

GPA:4

## Technical Skills

**Programming:** C, C++(expert), Java, python

**Web Frameworks:** Angular, HTML, CSS, JS, jQuery, Spring, Django, REACT

**Cloud Technologies:** AWS EC2, AWS S3

**Databases:** SQL, MONGO

**Business Intelligence:** SSIS

**Stack:** MEAN, LAMP,HTTP,REST and WEB API

**Statistical modelling with R**

## Work History

**Software Engineer- NTT DATA GLOBAL DELIVERY SERVICES**

Dec 2014- Nov 2016

Designed and implemented SSIS packages which constitute the control flow of business process. Developed SQL stored procedures as per the design implementation of the databases. Worked and maintained enterprise systems like WELLSFARGO's WCIS (Wholesale Customer Information Systems) looking after day to day issues and resolving them as a part scheduled patch updates. Developed UI applications with C#.

**Software Engineer- HCL Technologies**

May 2014-Nov 2014

**Embedded Testing using c**

Learnt the DO-178B testing concepts, types of testing, Software Design Life Cycle(SDLC) stages and types of Software Life Cycle processes, Performed the Black Box Requirement Based Testing(RBT) of the requirements in Air Management System(AMS) for the sub-division Integrated Cooling System-Forward Cargo Air Cooling system(ICS\_FCAC), Ensured the quality of the artifacts that are delivered to the customer.

**Summer Intern- ECIL [Electronic Cooperation of India Ltd]:**

Completed Industrial Training at ECIL, Hyderabad and submitted a report on MISSILE CHECKOUT SYSTMES and C4I SYSTEMS.

**Summer Intern - Steel Plant Software division:**

Understood the importance and functionality of Vessel Traffic Service (VTS) and the implementation of these services through ARPA RADAR, AIS, DGPS and other electronic interfaces. Visited various departments of "Visakhapatnam Port Trust (VPT)" and understood the interrelation

## ACADEMIC PROJECTS

**Ecommerce Market place- PHP, JQUERY, AJAX, JavaScript, HTML, CSS**

Developed an ecommerce market place consisting of several companies where product or service information is provided by multiple third-party companies, whereas transactions are processed by the marketplace operator. Implemented user review system for the product as well as the third-party company.

**Roomie social network -MEAN, HTML, CSS**

Developed an UI application for roommates where users can form groups and create new tasks among themselves and schedule their tasks and notifying themselves regarding tasks. Users can also post any information which can be viewed by other users in a group or to every user.

**Movie Database search and twitter analysis -Django, python, HTML**

Developed a website the takes any user input as movie name and then displays the results based on the movie name. User can analyze the reviews of each, movie and compare the movie with other movies. It will also return movie suggestions of same genre based upon user selection.

**Intelligent Remote Drip Irrigation System using Soil Moisture Sensor.**

Developed a GSM controllable drip irrigation system enabled with a dual tone multifrequency decoder. As a next phase, we have enhanced the system to add new modules such as Soil Moisture Sensor.

**Automated Smart Parking and Public transportation using BEACONS:**

Developed a prototype using beacons that can reduce the daily problems of public transportation allowing smart parking by the vehicle owner.

**File Sharing application:**

Developed an application like Drop box using MEAN and React, the user can store files, authenticate via google sign in and simplifies the way you create, share and collaborate. Bring your photos, docs, and videos anywhere and keep your files safe.

**Web Gaming application:**

Taking players from Chess Game as basis i.e. moves of Rook, Knight, Bishop, Queen, King and Pawns we are implementing a unique of its kind strategy game. Gamer will be provided the checker board (triangle in shape for now), the motive of each gamer is to reach the apex of the triangle board from the base with his player (staring as Pawn). Checker board will have static players (Rook, Knight, Bishop, Queen, King) randomly placed at different positions on the checker triangle board, each gamer upon killing these static chess players will attain their property i.e. if pawn kills a knight, he will from now on become a knight. Each user will be initial be a Pawn. The pawn can only move forward to the unoccupied square immediately in front. The user who takes the minimum steps to reach their destination is the winner.

**Cloud-based smart city community social network:**

A service-oriented social network for city and community connectivity and communications like providing diverse social network services, such as creation, configuration, deployment, and execution, providing diverse connectivity services between nodes and external networks, providing diverse communication and messaging services for nodes, clusters, and networks