

Gaurav Raina

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EDUCATION:

York University

Bachelor of Arts, Hons. Information Technology

Expected Graduation: 2019

Code Camp

Front-End and Back-end Development Certification

June, 2018

SKILL SET:

- Proficiency in Java development and IDEs- Eclipse and IntelliJ IDEA gained through working as PASS leader for Java courses in York University.
- Excellent understanding of the SDLC processes such as Iterative RUP, Scrum, Agile, Spiral and Waterfall.
- HTML 5, Bootstrap, XML, CSS 3, JavaScript, PHP and XAMPP server solution package, Oracle Web Server, SQL, SQL Server Management Studio 2017, Office365, Linux, R experience
- Management, attention to detail and customer service skills acquired by working at Walmart.

WORK EXPERIENCE:

York University- PASS Leader

Sep 2017- May 2018

- Demonstrated leadership by encouraging participation, active discussions and brainstorming to bring up new ideas and ways of solving problems.
- Facilitated projects and assignment help providing students with ideas of what kind of system to design.
- Helped students achieve the desired GPA that attend the session each week successfully.

Walmart Canada - Online Shopping Associate

Aug 2017 - Nov 2017

- Automation of task by solving communication problem eliminating wait time of 30 minutes.
- Maintained record of all orders and submitted weekly sales and profit report to the Manager.
- Reported inconsistencies in the system, provided feedback on functional and non-functional requirements of the system hence making the system more productive and secure.
- Increased sales in assigned area with the implementation of promotional ideas boosting up the sale from average 10 people a week to 50.

Walmart Canada - Customer Service Representative

April 2016 - June 2017

- Successfully performed various duties as assigned by the manager with focus on sales improvement.
- Trained 6 new employees regarding company practices and protocols to achieve required productivity.
- Received feedback from the customers and passed on to the managers to introduce new products, hence, increasing the branch's profit by 10% from previous fiscal year.
- Investigated and settled issues or disputes with focus on customer retention.

RELEVANT PROJECTS:

UpdateEmp-Java application

- Developed interactive system using event-driven programming and GUI.
- Used inheritance, interface and polymorphism to reduce dependencies, provide cohesion, reduce coupling and unit testing of the application to fix issues.
- Final application provided functionality to update records, with primary focus on automating the manual practices of the company.

CMS dynamic Standalone Research Project

- Worked as mentee with Dean of undergraduate school to develop a standalone CMS.
- Developed PHP website in accordance with the requirements provided by the professor.
- Carried out security guidelines to avoid URL accessibility or copying of blog using sessions and editing HT-access.
- Used JavaScript to avoid excessive server interaction making response time of server faster.
- Final website provided SQL database connectivity and functions such as retrieval of specific data, storing data.

System Analysis- Travel Service

- Examined current system and brainstormed ways to improve the business processes and automation of manual activities.
- Analyzed functional and non-functional requirements of the system.
- Carried out 3 mock interviews with the professor and made analysis diagrams, class and design diagrams and implemented system in Java.

System Implementation in OODBMS- IT Ticketing System

- Developed class diagrams and logical database schema to implement the system in OODBMS.
- Created types and tables according to the class diagrams in accordance with the different user types.
- Ran queries on the system to fetch, add, delete data in the object tables.

Infotainment System- UI Design

- Developed system with aim to reduce complexity of the user's interaction.
- Conducted research by consulting 4 peer-reviewed resources and evaluated the trend within 5 leading car companies in the industry to ensure the development of advance system that is reliable and easy to learn at the same time.
- Involved deep evaluation of cognitive theories to further refine the quality of final product.
- Built interactive prototypes and worked on aspects like gathering user requirements and analyzing data provided by 25 feedbacks on initial prototype of the system.