

Girish Modiletappa

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<https://github.com/girish17>

I admire and write elegant code which is simpler and has less defects.

Technical Skills

Likes: javascript backend java microservices bash git unix linux jquery ajax rest maven redis json cassandra sql mysql
spring-boot hibernate
Dislikes: .net c# jrubby visual-c++

Experience

Software Engineer – Cisco

Jan 2019 → Jun 2019

spring-boot, javascript, jenkins-pipeline, java, apache-kafka

Developing micro-services for Cisco WebEx Teams.

My day-to-day activities include: 1. Pairing with other developers in fixing bugs, understanding code and suggest possible ways of arriving at a solution 2. Understand user stories and estimate completion date 3. Coding and writing integration tests for a user story 4. Writing RESTful microservices to support CRUD operations; Problems I solve are: 1. Any glitch in development environment setup 2. Unexpected code behaviour; Overall impact on product: 1. Reduced defects 2. Better performing software

Project Engineer – Thirty Meter Telescope

Dec 2017 → Dec 2018

bash, linux, java, scala

Member of the India Thirty Meter Telescope (TMT) Software work package team co-ordinating the test and integration of the software delivered by the vendor, carry out quality checks, participate in meetings with the vendors and TMT Project Office. • Used IntelliJ IDE with Java on Linux platform to test and debug code for the observatory software. Used Jira for user stories and agile methodology • Worked with automation of test suite using a shell script on Linux to setup a pipeline for build and testing • Fixed bugs through Git pull requests for the search indexing in documentation • Created trade-study like document for capturing the user interface tool choices • Developed a shell script to automate running of tests and uploading on Confluence(a wiki) page using a RESTful API. Also provided Slack notification of test results to stakeholders regularly

Teaching Assistant – Indian Institute of Science

Aug 2017 → Dec 2017

c, vim, gdb

• Teaching, evaluation and course administration for Algorithms and Programming course for BS students • Created a script for automated result notification via email for consolidated scores to students using Google APIs. This reduced the time involved and also ensured privacy of scores to be known only to the respective student

Senior Engineer – Bharat Electronics

Nov 2012 → Nov 2016

javascript, java, jquery, hibernate, spring-mvc, maven

Primary responsibilities

- Understanding of URDs (User Requirements Description) for a given sub-system and eliciting functional requirements.
- Creation of SRD (Software Requirement Description) for capturing functional requirements
- Depiction of Operational Scenarios using flow charts and outlining data dependencies between sub-systems using Microsoft Visio
- Database schema and tables design
- Design and development of GUI using HTML5 (for markup) and CSS3 (for styling)
- Client side scripting using JavaScript and JQuery for rendering data obtained from services and to make AJAX requests to fetch data through RESTful web services.
- Providing analytics to visualise information by customising plugins such as JQPlot for depicting graphical information using charts like bar chart and line chart
- Debugging of client side code using Firebug extension for Mozilla Firefox
- Coding of RESTful web services for CRUD operations using Spring MVC, Java EE and testing using a REST client
- Usage of Hibernate ORM and JPA for DML operations
- Unit Testing of developed modules using JUnit

Key Contributions: 1. Development of reusable JavaScript modules (Modular JavaScript Design Pattern) for a given functionality using AMD (Asynchronous Module Definition) and loading using Require JS to improve web-page performance issues and code maintainability 2. Usage of Underscore JS framework for coding of reusable HTML templates which can be rendered on the fly. This helps in avoiding typo errors due to single or double quote mismatch in JavaScript code which are hard to debug. It also provides separation of HTML template from JS thus improving code maintainability.

Education

Computer Science and Engineering – PES University
java, javascript, c

Sep 2008 → May 2012

Developed a mobile game called mTali (mtali.blogspot.com) with my classmates. Went on to be published on Nokia OVI store and had thousands of downloads.

Projects & Interests

girish17/op-slack-connector – <https://github.com/girish17/ranger-slack-connector>

Feb 2019 → Current

This app shall provide connector for Slack and Ranger (Open Project implementation) integration.

girish17/eventServiceCpp – <https://github.com/girish17/eventServiceCpp>

Dec 2018 → Jan 2019

This repo shall contain APIs for porting event service of CSW to C/C++ ones

girish17/pdslab – <https://github.com/girish17/pdslab>

Aug 2017 → Jan 2019

Contains lab programs done by me at ISI Kolkata

girish17/iot-experiments – <https://github.com/girish17/iot-experiments>

Sep 2017 → Jan 2019

A few experiments done on Raspberry Pi related to IoT

girish17/javaCodingChallenge – <https://github.com/girish17/javaCodingChallenge>

Jan 2019 → Jan 2019

girish17/cswTest – <https://github.com/girish17/cswTest>

Nov 2018 → Nov 2018

This repo contains script to automate testing of CSW project and upload results

Thirty Meter Telescope Observatory Software – <https://github.com/tmtsoftware/csw>
scala, java, c++11

Feb 2018 → Oct 2018

TMT Common Software Product

Public Artifacts

mTali - A Dice-based Board Game for mobile phone – <http://mtali.blogspot.com>
java-me

2011

mTali is a great game for all those who love board games. Roll the five dice a maximum of three times with an aim to scoring maximum points possible, and completing all of the predefined combinations. This great board game collectible for mobile phone players offers color graphics and once you start rolling those dice, you may find it hard to stop..

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Readings

How to solve it – George Polya – <https://press.princeton.edu/titles/669.html>

This book talks about how to approach a problem, model it and solve it mathematically.

Programming Language Pragmatics – Micheal L Scott – <https://www.cs.rochester.edu/~scott/pragmatics/>

Talks about programming language paradigms, usage, relevance and evolution.

Tools

First Computer: Famicom
Favorite Editor: vim