

GOKUL ANANTHA NARAYANAN

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SOFTWARE SKILLS:

Programming Languages: C, C++, Java, Python, Shell Scripting

Operating Systems: Windows, Linux (Ubuntu/CentOS/Fedora)

Web Technologies: HTML5, JavaScript (+jQuery, Angular 4/5, Node), CSS3, Bootstrap, Servlets, Apache Tomcat, Spring MVC, Hibernate, RESTful Web Services

Frameworks: Android Development, MySQL, Oracle, PostgreSQL, MongoDB, DynamoDB, Log4j, Liquibase, Microservices, JUnit, Cucumber, Maven, Gradle, TensorFlow, Deep Learning, Agile Development- JIRA, Confluence, HP-ALM

Cloud Tools: AWS (EC2, RDS, Lambda), Git, SVN, Bitbucket/Stash, Travis CI, Bamboo, Google Cloud, Heroku

EDUCATIONAL QUALIFICATIONS:

Northeastern University, Boston, MA

August 2019

Master of Science – Information Systems

Relevant Courses: Application Engineering and Development, Program Structures and Algorithms, Web Development Tools and Methods, Network Structures and Cloud Computing, Multithreaded Programming in Java, Database Design and Data Management

SRM University, Kattankulathur, India

May 2017

Bachelor of Technology – Information Technology

Relevant Courses: Python Programming, Web System Technology, Object Oriented Programming in JAVA

PROFESSIONAL EXPERIENCE:

Software Development Co-op - WEX Inc, South Portland, Maine

May-December 2018

- Worked on sprint stories and improvements based on customer feedback for **Java** desktop and web applications in an **Agile** Environment.
- Added new features to **NodeJS** API, making it faster and more dynamic
- Created a harness to implement **Test Automation** for Node API
- Redesigned and restructured the appearance of an existing website based on customer guidelines using **Bootstrap CSS**
- Constructed scripts in Oracle SQL for configuration changes
- Proposed and implemented a new authorization mechanism in the login page, using bearer token

Software Development Intern- Tata Consultancy Services, Chennai, India

June-August 2016

- Collaborated with employee team to develop applications in Web System Technology and Artificial Intelligence
- Set up a **Chatbot** aided by Facebook API to respond to Customer inquiries with Facebook messenger as interface and hosted application making use of Heroku server
- Applied **Artificial Intelligence** concepts to understand requirements and send appropriate chat response

Summer Intern- National Institute of Ocean Technology, Chennai, India

June - July 2015

- Coordinated with statistics team to devise a Database Management System with user interface for locating ocean data
- Studied and understood implementation of large-scale acoustic hardware and software used in the ocean and proposed modifications to hardware devices to reduce loss during runtime

ACADEMIC PROJECTS:

Web Application with CI/CD Hosted on AWS

Fall 2018

- Designed and built fault tolerant web application hosted on cloud computing platform (**Amazon Web Services**) using IaaS, PaaS & SaaS services such as EC2, EBS, Route53, SES, ELB, CloudWatch, IAM, RDS, NoSQL (DynamoDB) and S3 object store
- Implemented Continuous Delivery using GitHub, TravisCI and Amazon CodeDeploy

Sports league fixture scheduler

Spring 2018

- Modeled a scheduler that uses **Genetic Algorithm** to dynamically create match schedules for a sport league, based on constraints such as total games per team, match venue, holidays and weather

Food Waste Management System in JAVA- NetBeans

Fall 2017

- Formulated administration system to reduce food wastage and to donate excess food to charity organizations
- Performed analysis to find out patterns on food wastage and provide recommendations to restaurants

Identification of Dog Breed from images using Machine Learning

Fall 2017

- Structured and implemented a deep learning model that identifies breed of a dog from an image
- Constructed Neural network using Python **TensorFlow** library

A Game based Virtual Campus Tour

Spring-Summer 2017

- Designed a Virtual Reality Campus tour of SRM University, India, presented in the form of a game
- Generated gameplay logic code and designed Virtual World, aided by Unity game engine