**Sushil Panwar**

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## Career Objectives:

### To work with a reputed organization which provides challenging environment, encourages continuous learning, creativity & exposure to new ideas and cultures which stimulates personal as well as professional growth.

## Experience Summary:

* **Experienced Java Programmer**with excellent design and coding skills with **4 years** of experience in developing software applications
* From April 2019 to present working for JIL Information Technology on web base Educational ERP.
* From November 2016 to March 2019 worked for Pointer Soft Technology.
* Involved in the Analysis, Design, Development/Coding, Testing Unit
* Proficiency in implementing **Micro Services, Spring Boot, JPA** applications.
* Created unit test cases using **JUNIT** framework.
* Expertise in **Core java**, **Collections,**backend development and design.
* Having exposer of **Devops** Technology like **Docker**, CI CD Pipeline using **Jenkins**.
* Extensive experience in **Object Oriented Programming** and SDLC like **Agile**Methodologies**.**
* Extensive Experience in **Jasper Report Tool**
* Involved in LLD Preparation, Demos and POC’s.

## Educational Qualification:

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| **Qualifications** | **University/Board** | **Year** | **% Marks** |
| B.Tech (InformationTechnology) | MIET/GBTU | 2009-13 | 65.6 |
| SSC | CBSE Board | 2007-08 | 65 |
| HSC | CBSE Board | 2005-06 | 78.8 |

## Technical Skills:

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| **SKILLS** | **EXPERIENCED** |
| Languages | - J2SE |
| Framework | -**Micro Services**, **Spring Boot**, Hibernate, Spring Data JPA, Spring Security , JUnit |
| UI | -Angular ,Angular Material |
| Tools | - Toad, Git, Maven, Log4j, Jenkins, Docker(Knowledge), Eclipse, STS, Postman |
| Database | -Oracle 11g, MySQL |
| Web Service | - Restful Web Service |
| Report | -Jasper Report, Excel Repot, IText Report |
| Others | -HSSF Work Book, JSON, XML |

## Strength:

* Ability to quickly grasp and analyze technology
* I am always eager to learn from others' mistakes.
* “**Of course it can be**” and “**Never say no**” attitude.

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| Project | Campus Lynx |
| Role | Developer |
| Team Size | 22 |
| Tools & Technology | **Java 1.8, Micro Services, Spring Boot, Spring Data JPA, Spring Security, Oracle, Angular 8, Eclipse, Git, Maven, Jenkin** |
| Project Description | Campus Lynx is web base Education ERP it manages students data starts from Counselling to till they become alumni. Campus Lynx is a scalable solution that is made in accordance with today’s universities and colleges .it has multiple channels of admission  It helps modernizing the infrastructure with student life cycle management processes.  Main feature of Campus Lynx include, counselling, sis, academics, pre exam, exam, exam result, fee management, hostel, library management, human resource management. |
| Responsibility | * Involved in collecting and gathering user requirements from business analyst and Development, Design Implementation of APIs and writing test cases as well |

**Project Walk Through:**

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| Project | Unity(PAYROLL) |
| Role | Developer |
| Team Size | 10 |
| Tools &Technology | **Java 1.7, Spring MVC , Maven ,Git, Tomcat , Eclipse** |
| Project Description | Unity is a common HRMS product .Unity Application can maintain payroll system of any organization effectively. |

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| Project | Unity(PAYROLL) |
| Role | Developer |
| Team Size | 10 |
| Tools &Technology | **Java 1.7, Spring MVC ,Hibernate, Oracle, Maven, Git, Tomcat, Eclipse** |
| Project Description | Unity is a common HRMS product .Unity Application can maintain payroll system of any organization effectively. |
| Responsibility | * Implementation of Client side functionality in coordination with other team members. * Involved in the Analysis, Design, Coding, modification and implementation and Testing of user requirements. * Involved to develop Controller & Business layer using Spring MVC. |

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| Project | NGC |
| Role | Developer |
| Team Size | 3 |
| Tools &Technology | **Java 1.8, Spring Boot , Spring Data JPA, Maven, Git, Tomcat , STS** |
| Project Description | NGC is short for Noida Golf Course. On basis of member types card they provide various facility to their members like gaming, swimming, clubbing , restaurant etc. |
| Responsibility | * Implementation of Client side functionality in coordination with other team members. * Involved in the Analysis, Design, Coding, modification and implementation and Testing of user requirements. |

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| Project | Unity(PAYROLL) |
| Role | Developer |
| Team Size | 10 |