Supriya Jain

San Jose, CA, 95134 |+14044283928 | <u>supriyajain3010@gmail.com</u> https://github.com/jainsupriya | https://github.com/jainsupriya | https://github.com/jainsupriya | https://github.com/jainsupriya | https://github.com/jainsupriya | https://www.linkedin.com/in/supriya-jain-91a710101/

SUMMARY

- 6+ years of diversified experience in IT with proficiency in C++, Java, JavaScript, Cloud technologies.
- Well versed with optimal usage of data structures and object-oriented software design patterns.
- Specialized in Cloud computing, Virtualization and Enterprise Distributed systems.

EDUCATION

Master's in Software Engineering - San Jose State University, CA (GPA 4.0)

Bachelor of Engineering in Information Technology – University of Mumbai

Aug 2018-Dec 2019 May 2011

TECHNICAL SKILLS

Programming Languages C++, Core Java, J2EE, Unix Shell Script, JavaScript

Framework/Tools/Libraries: Eclipse, Spring Boot, SVN, Git, ExpressJS, Junit, JMeter, Kafka

Databases & ORM: MYSQL, MongoDB, Redis, Sequelize, JPA **Cloud Platform:** Amazon Web Services, Google Cloud Platform.

Web Technologies: HTTP, SOA, REST API, PHP, HTML5, CSS3, Bootstrap, cURL, AJAX, ES6, ReactJS, Redux, NodeJS, Passport, MochaJS

PROFESSIONAL EXPERIENCE

Technical Consultant

Larsen and Toubro Infotech, Mumbai, May 2016 – Mar 2017

MS CRM-Field One implementation for UTC Chubb Australia: MSCRM | C#| JavaScript | Field One | HTML5 | REST

- Led the development of cloud-based CRM desktop and mobile solutions for improve efficiency in servicing orders.
- Programmed a WPF application using C#, HTML5 and REST APIs to execute on-demand process on top of the CRM.
- Augmented client satisfaction by expeditiously resolving challenges faced onsite in a critical time-sensitive environment.
- Delivered enhanced solutions for DB access using SQL Server with a focus on scalability and performance.

Technology Analyst

Infosys Technologies, Pune, September 2011 – May 2016

SBC FIRST(AT&T): C++| JAVA| SOAP| UNIX Shell Script| PLSQL

- Designed Unix compatible auto resolution handlers in provisioning fallouts in FIRST, bringing down resource usage considerably.
- SPOC for streamlining socket services which enabled communication between Java and C++ modules.
- Led the workload reduction project by infusing automation upto 80%, thereby leading to \$400k annual savings for the client.
- Achieved a 7/7 client satisfaction rating with the project being identified as "Business Value Add" by client.
- Orchestrated structured knowledge transfer sessions for new hires with the emphasis on increasing the productivity.

ACADEMIC PROJECTS

Simulation of Canvas- Learning management System (Spring 2019): MERN Stack | Redux | Passport | Mocha | Redis | AWS | Kafka

- Independently developed a distributed single page application by using MERN stack to revolutionize the course learning page.
- Enabled connection pooling for faster server response and Redux for efficient client-side state management.
- Secured the application using JSON web token (JWT) and PassportJS for accessing different resources and routes.
- Used Redis for caching the database gueries to reduce the latency, thereby improving performance for read heavy operations.

Custom Linux Kernel (Spring 2019): Linux | Advanced Operating Systems | Hypervisor | x86 | KVM | Virtualization

• Building custom changes into the Linux Kernel to perform specific activities such as editing the kvm hypervisor module and printing virtualization capabilities of a processor.

Travel-Live-Create Marketplace (Fall 2018): PHP | OAuth | Cookies | Session Management | Single Sign-On | cURL

- Developed a cross platform Marketplace that integrates products and services from multiple e-commerce websites.
- Implemented various user-friendly features such as Single Sign-on, OAuth, Track most visited and top-rated products for the marketplace. Formulation of OAuth drove 30% reduction in traffic at user login.

Game of Warrior (Fall 2018): Greenfoot | Java 8 | OO Design Patterns

- Designed and developed a 3-D game by using Greenfoot API along with Java.
- Administered interaction across players and game components by intensely using object-oriented software design patterns.

Smart Streets (Fall 2018): IOT | AWS | Active MQTT broker | Nginx | EC2 | RDS | Spring MVC

- Developed an iot-cloud based highly scalable SaaS application to monitor sensors in smart streets within a smart city.
- Set up a large-scale sensor cloud infrastructure by using the concept of virtualization and real time simulation of physical sensors.
- Replicated single DB instance into multiple replica sets forming a master-slave configuration for High Availability.
- Achieved high scalability using AWS autoscaling and load balancing using Nginx load balancer.
- Decoupled the system using ActiveMQ in front of write heavy DB servers to prevent bottleneck. (40% performance increase)