Supriya Jain
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CAREER OBJECTIVE

A software engineer by profession, seeking opportunities to work in a challenging environment where I can utilize my technical expertise and contribute positively to the growth of the organization.

EDUCATIONAL EXPERIENCE

San Jose State University,CA   *May 2020*
Master's in software engineering, **GPA 4.0**

K. J. Somaiya College of Engineering, Vidyavihar – Mumbai University   *May 2011*
Bachelor of Engineering in Information Technology, June 2011   **Percentage: 72.35**

Courses: Cloud Technologies, Enterprise Software Platform, Software Engineering, Distributed Systems, Virtualization, Data Structure & Algorithms, Database Technologies, Object Oriented Programming, Wireless Networks, Operating Systems.

TECHNICAL SKILLS

Programming Languages C++, Shell Script, Core Java, J2EE, javascript, Node.js, JSON, Angular.js, JDBC, JSF, DAO
Framework/Tools/Libraries: STL, Rouge wave Libraries, Ehllapi Libraries, Spring MVC, Greenfoot, Hibernate, SVN, Git
Databases: MongoDB, MYSQL
Cloud Technologies: AWS EC2, RDS, ELB, EBS, Kafka, AWS, AWS SDK, Active MQTT, Google App Engine, Openstack, DynamoDB
Web Technologies: HTTP, Java Script, SOA, HTTP, REST API, PHP, HTML5, CSS, JSP, Boorstrap, cURL

ACADEMIC PROJECTS

Smart Streets   *Fall 2018*
- Developed an iot-cloud based multitenant, highly scalable SaaS and mobile application for smart streets.
- Set up a large-scale sensor cloud infrastructure and used a concept of virtualization and real time simulation of physical sensors.
- Replicated single DB instance into multiple replication group with master-slave configuration for HA using mongo atlas.

Travel-Live-Create Marketplace   *Fall 2018*
- Developed an online Marketplace that integrates products and services from different online stores.
- Implemented some fancy features such as single sign-on, add reviews and rating for products, record most visited and most rated products, add to cart, make payment, Facebook and google sign-in, customer support to the marketplace.

Game of Warrior   *Fall 2018*
- Developed an interactive game using Greenfoot API and Java with heavy use of object-oriented software design patterns to handle the interaction between players and game components.

PROFESSIONAL EXPERIENCE

Technical Consultant   *Larsen and Toubro Infotech, Mumbai, May 2016 – Mar 2017*
MS CRM-Field One implementation/support project for UTC Chubb Australia:
- Implemented cloud-based Dynamics CRM and FieldOne desktop and mobile solutions to improve efficiency in scheduling and tracking of service orders.
- Augmented client satisfaction by expeditiously resolving challenges faced onsite in an extreme time-sensitive environment.
- Programmed a WPF application using C#, HTML5 and REST APIs to execute on-demand process beyond the CRM.

Technology Analyst   *Infosys Technologies, Pune, September 2011 – May 2016*
SBC-FIRST(AT&T):
- Led the team of four people on a C++ application development projects for creating trouble tickets in SHOTS which reduced the workload of technicians by 80% by automating the ticket creation for the missing facilities and this resulted in an annual savings of $400K, leading to a 7/7 client satisfaction and being termed "Business Value Add" by the client.
- Worked on socket services, SOAP requests and responses that enabled communication between Java and C++ modules.
- Developed handlers for auto resolutions of fallouts occurring in provisioning, networking and various other systems, using C++ and Java, designed to work on UNIX, bringing down the resource usage considerably.
- Orchestrated organized and structured knowledge transfer sessions for new hires with an emphasis on increasing productivity.