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|  | **Karthick Sankaranarayanan** |
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**Summary:**

* An analytical software engineer with in depth knowledge in web based technologies.
* Good working experience in all phases of SDLC process.
* Having work experience in Java, HTML, JavaScript, CSS, PHP, JQuery, Node Js, Bootstrap and MYSQL
* Having very good knowledge in analyzing data using Hadoop, Apache Pig, Hive, Apache Storm and Apache spark
* Having good work experience in developing web services (Soap) that include several components like SOAP, WSDL, XML, XSD, and Axis2.
* Experience in using XML based technologies and parsers DOM and SAX.
* Having good experience in building and deploy of J2EE applications on WebLogic Application Servers.
* Experience in using Log4j framework.
* Well versed with Core Java concepts like Collections, Multithreading, Serialization, Java Beans and Network programming
* Experienced to work in Agile using SCRUM methodologies.
* Analytical and problem solving, very good team player, work well independently and a fast learner.

**Core Competencies:**

Languages Java/J2EE

Web Technologies HTML5, JavaScript, CSS3, PHP, JQuery, Ajax, Node Js, Angular Js and Bootstrap

Databases MySQL, PostgreSQL, Hive, Oracle

Other Tools GIT, CVS, TOAD, Cloudera 5.2

IDE Visual Studio, Eclipse, Dreamweaver, Sublime Text 3 and Android Studio

Web Server Nginx, Tomcat Server, Web-logic Server

Operating System Win 7 and Linux

Mobile OS Android

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| **Education:** |  |
| **Masters of Science in Computer Science** | May 2016 |
| University Of Alabama-Huntsville |  |
| **BE Computer Science and Engineering** | May 2014 |
| Anna University, India |  |
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**Professional Experience:**

**XPOLogistics Inc., North Carolina** July 2016-Present

**Project Name: Integration/Connection Manager**

**Position: Software Developer**

* Work on Integration of different systems on various platforms and manage inbound and outbound data flow
* Work with other developers on analysis, implementation and testing phases of Software Development Life Cycle
* Develop Interfaces to transform client data to XPO data format using parsers
* Implement Socket Programming to send and receive transactions, also work on hosting Web Services and developing Web Service clients for interacting with client systems.
* Developed Customized Java Bean, web-services and hosted on network to communicate to the client services.
* Used log4j for logging errors, info, exceptions.
* Used CVS for version control and repository.

**Technologies and Tools Used**: Java/J2EE, XML, TOAD, Oracle, CVS, Eclipse, Axis 2, WSDL, XSD, DOM Parser, SAX Parser, Web services and Web Logic Server

**SharpAuctionEngine Inc**., **Alabama** May 2015-May 2016

**Project Name: Bird Dog, Auctioneer Signup**

**Position: Software Web Developer Intern**

* Required to work on development and enhancement of SharpAuctionEngine’s web based application.
* Developed a dynamic and robust websites.
* Developed SPA using Node Js , JQuery and consumed REST API to complete
* Assisted and wrote automated scripts to deploy application in test server and Production server
* Coordinate and communicate with developers on bug fixes and any required modifications

**Technologies and Tools Used:** Sublime Text 3, HTML, CSS, JQuery, Bootstrap, JavaScript, REST, Laravel Framework, Node Js, MYSQL, PostgreSQL, Nginx, GitHub and Scrapy Python

**UAHuntsville, Computer Science Department, Alabama** Jan 2015-Apr 2015

**Position: Graduate Teaching Assistant**

* Tutored and assisted students in Cloud Computing Labs.
* Graded assignments and projects in the above courses.

**Technologies and Tools Used:** Amazon Web Services and OpenStack

**Academic Projects:**

**Project Name: Step Calculator**

**Team Size: 3**

**Responsibilities:**

* Implemented an Android App to calculate user’s step count.
* Used Step Counter sensor to measure steps.
* Calculated distance covered and calories burned based on step count
* Used Google Map API and GPS sensor to locate User’s location
* Used Bluetooth Adapter to share information

**Technologies and Tools Used:**Android and Android Studio

**Project Name: Secure Web Chat**

**Team Size: 3**

**Responsibilities:**

* Implemented a Web App called Secure Web Chat Room allows user to chat securely.
* Used RSA, AES, HASH Function and Digital Signature cryptographic algorithm to encrypt and decrypt data.
* Hosted this application in Amazon EC2 server and used Amazon RDS DB to store chat data.
* Integrated GMAIL API to this application to send and receive cryptographic KEYS.

**Technologies and Tools Used:** HTML, JQuery, Ajax, PHP, MYSQL, Bootstrap, Amazon EC2 server, Amazon RDS DB, Sublime Text 3

**Project Name: Twitter Trending hash tags**

**Team Size: 2**

**Responsibilities:**

* Developed an application to get the most trending tweets using Apache Storm
* Used twitter API to stream the data from twitter
* Displayed current most-popular hashtags
* Visualized the streaming results using D3 JavaScript

**Technologies and Tools Used:** Java/Map Reduce, Apache Storm, D3 JavaScript, Cloudera, Eclipse

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**Project Name: Charger+ (Web Application)**

**Team Size: 4**

**Responsibilities:**

* Designed a social Media website like Facebook with some basic functionalities like creating a profile, Upload profile pictures, photo gallery.
* Implemented features like notification, post feeds on friends, comments and friend request (send, block, cancel).
* Hosted this application in Amazon Ec2 Instance.

**Technologies and Tools Used:** HTML, PHP, JavaScript, Ajax, MYSQL, Dreamweaver, Amazon Ec2

**Project Name: Analyze Customer Data**

**Team Size: 2**

**Responsibilities:**

* Map reduce program to analyze the frequently bought items in particular region.
* To perform Map side join (Distributed Cache) on two data set and to partition the customer information by categories.
* To calculate total amount of each category for the last 15 years.

**Technologies used and Tools Used:** Hadoop 2, Map Reduce, Cloudera, HDFS

**Project Name: Toss-up Game**

**Team Size: Individual Project**

**Responsibilities:**

* Designed a two player game to toss up dices with three colors (Red, Yellow, Green)
* The game was implemented using python script.

**Technologies and Tools Used**: Python

**Project Name:** **Touch of Class**

**Team Size: 4**

**Responsibilities:**

* Designed and developed a Software RequirementSpecification document.
* Designed use case diagram, flow chart and behavioral diagram
* Used GitHub to maintain version control of the documents.
* Conducted periodic meeting to verify and validate the requirement document

**Technologies and Tools Used:** Google Drive, Microsoft Office, GitHub

**Project Name:** **Simulation of Robot**

**Team Size: 3**

**Responsibilities:**

* Designed .net remoting service program communicating 3 systems simultaneously.
* Made one System acting as server and responds to other client system request.

**Technologies and Tools Used:** Dot Net, Visual Studio