KARTHIKEY SAXENA

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WORK EXPERIENCE

Application Engineer Intern Oracle

(May 2021 - July 2021)

Exposure: Backend Development, Software Testing and, Deployment

- Migrated the **Solution Engineering as a service** (SEaaS) API to Spring Boot and OCI containers from the existing Java and WebLogic implementation.
- Refactored the database layer using **Eclipse Link** JPA and the rest API layer using the Jersey Rest framework along with adding Basic and OAuth2 authentication to all the requests.
- Performed all the **unit** and **integration** tests using the **TestNG** framework.
- Containerized the application with **Docker** and deployed it to OKE (Oracle Kubernetes Engine).

Software Engineer Intern Trilyo (Konverse AI)

(Dec 2020 - Feb 2021)

Exposure: ETL development, data pipeline and integration

- Built a dashboard in **Reactjs** for creating charts from **Cubejs** server by integrating it with **MySql** and MongoDB (MongoBi constructor) databases.
- Built APIs with Expressis and Nodejs for managing data of the charts in MySql database using **Sequelize** ORM.
- Developed a data pipeline in Nodejs to integrate the above MySql database with MongoDB, which was then used with Cubejs for building charts.

EDUCATION

B. Tech.

Indian Institute of Technology (BHU), Varanasi 2018 - Present 9.19/10.0

Intermediate (CBSE)

St. Anthony's Sr. Sec. School, Udaipur 2018

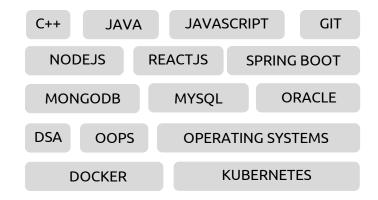
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High School (CBSE)

St. Gregorios' Sr. Sec. School, Udaipur 2016

10.0/10.0

SKILLS



PROJECTS

Socialites - A social media web application [LIVE]

- Built a web app where users can create, edit, view, delete a post, comment, add a reaction, or chat.
- Frontend is built using **Reactjs** and **Hooks API** while backend with **Nodejs** and **Expressjs**.
- Added **Session-based** user authentication using **bcryptjs**, **cookies**, and **Redis** for mapping user data.
- Used Socket.io for real-time chat and, Google Oauth2 for authentication with google.
- For database, MongoDB atlas was used with mongoose ORM. The app is deployed on Heroku.

Game Development with C++ and SFML [DEMO]

• Created an application on **Visual Studio** comprising of single and multiplayer games like Snake Game, Ball-Brick, Connect4, and Tic-Tac-Toe using C++ and **SFML** (Simple Fast Multimedia Library).

Survey It Web application [LIVE]

- Built a web app where users can create, and vote on different surveys and polls.
- Frontend is built using **Reactjs** and **Hooks API** while backend with **Spring Boot**.
- Added Token-based user authentication using JWT and **spring security**.
- ClearDB cloud service for MySql is used for database. The backend is deployed on Heroku while the frontend is deployed on Netlify.

ACHIEVEMENTS

- Expert on **Codeforces** (Max rating:**1726**). [HANDLE]
- Qualified KVPY 2017 Stage I