**Kasra Goravanchi**

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**WORK EXPERIENCE:**

**IC3 – Senior Software Engineer** April 2022– Present

SerivceNow, Santa Clara, CA (Remote)

* Worked on ServiceNow Impact as a full stack developer
* Implemented Feature Flag solution turning on and off features and their dependencies
* Optimized the endpoints and made sure all page load within 3 sec
* Acted as a Scrum Master and negotiated scopes (improved team engagement by 72%)
* Integrated other systems and instances into ServiceNow Impact instance
* Wrote integration tests using selenium and unit tests using jasmin and Automated Test Framework
* Other Tools used: Angularjs, Git, GlideRecords, Java, JavaScript, Jenkins

**Software Engineer** January 2021 – April 2022

RevolutionEHR, Las Vegas, NV (Remote)

* Worked on RevolutionEHR as a full stack developer in an Agile Scrum board
* Implemented Payment page and API with OpenEdge (increased product revenue by 6%)
* Implemented Text Messaging solution using Twilio APIs (almost doubled customer engagement)
* Helped with the deployment by simplifying and saving pipeline execution time
* Other Tools used: Angular, AWS, JPA, Jasper, Java, Koltin, SpringBoot, SQL, TypeScript

**Software Engineer - Contractor** June 2020 – January 2021

MGM Resorts, Las Vegas, NV (Remote)

* Merged customers' accounts to have one single unified database of accounts (4 times less accounts)
* Created a feedback loop for a ML model to improve restaurant and spa recommendation (there was an increase of 25% customer interest in the recommendations)
* Combined SpringBoot and Azure functions, allowing azure functions to utilize SpringBoot contexts
* Used Azure DevOps to build the CI/CD pipeline for the project
* Used Azure DataFactory to run jobs and populate relational databases from ADLS
* Wrote GraphQL APIs to allow an abstract query of the resources available
* Enabled logging and alerting system for running resources in Azure
* Other Tools used: Azure SQL, GitHub, JPA, Azure Key Vault, Maven, Unit testing

**Advanced Software Engineer** May 2019-April 2020

Scientific Games, Las Vegas, NV

* Worked on an in-house solution used by the manufacturing floor (productivity increase up to 90%)
* Set up Nagios as a network monitoring solution for a small network
* Configured MySQL Maria to have clustered database and avoiding single point of failure
* Scheduled stored procedures and jobs written in Java with Oracle scheduler
* Dockerized many components of the project including the new backend system (100% up time)
* Introduced Redis for caching, Rabbit MQ for queuing, Nginx for load balancing
* Other Tools used: AngularJS, ColdFusion, IBM Db2, Bitbucket, Jenkins, JPA, Maven, Oracle SQL

**Software Development Engineer II** March 2018-May 2019

Kaseya, Henderson, NV

* Helped with planning and finding solution for the traverse-VSA integration project
* Packaged the product and generated an installer with InstallAnywhere for production environment
* Wrote proof of concepts for an authentication and authorization problem with Identity Server
* Helped the Architecture team to design the architecture of new projects and review the existing ones
* Other Tools used: AWS, Java, JavaScript, Jira, JWT, OAuth, OpenId, Poet (Object database), Tomcat

**Software Developer – Contractor** October 2017-March 2018

Softvision, Henderson, NV

* Contributed to development of Snap-on TorqLogger which is a Xamarin mobile application
* Helped with refactoring Snap-on Level 5 ACT Xamarin mobile application
* Researched potential technologies to be used for native mobile development
* Developed a Xamarin FilePicker and customized file extension opened with the App
* Wrote Web Services with SpringBoot that can be used by the mobile applications
* Produced REST microservices consuming Soap web services to be used by an Angular UI
* Other Tools used: C#, Git, Java, JavaScript, MySQL, React-Native, Visual Studio

**Java Developer – Contractor** February 2017-September 2017

Southwest Gas Corporation, Las Vegas, NV

* Contributed to development of Portal Agency ([myaccount.swgas.com/agency](https://myaccount.swgas.com/agency))
* Communication with stakeholders to understand business requirements
* Helped with the building process and refactoring Ant into Maven
* Helped with storing the code and version controlling using Git instead of PVCS
* Created automated deployment with Jenkins into Weblogic
* Monitored and gathered data from the website and database with Elasticsearch, Kibana and Apex
* Worked on a dashboard project with Java in the backend and React for the frontend
* Other tools used: Eclipse, Google Chart, Linux/UNIX, JavaScript, JQuery, Junit, Oracle SQL, SAOP

**Jr. Java Developer** February 2016-February 2017

Kaseya, Henderson, NV

* Contributed to development of Traverse which is a Network Monitoring product
* Used Bitbucket to perform code review and suggest new solutions
* Communicated with product managers to understand new features and implementing them
* Wrote unit tests (JUnit) with mock data (Jmockit , Mockito) and minor integration tests (Selenium)
* Provided code coverage with EclEmma and JaCoCo and included it in the build process (Ant)
* Developed the frontend with Polymer and some ExtJS and created REST services with Jackson in Java
* Unit tested the frontend code with Chai and Mocha
* Other tools used: Eclipse, Git, JavaScript, Jira, Poet (Object database), Tomcat

**PROGRAMMING PROJECTS:**

**WellnessInteractive – Freelancer project** May 2020

* Programming tools: C#, ASP.NET MVC, AWS, S3, SQL, Jenkins
* Allows users to post and share articles with videos and other information about wellness and fitness
* Development environment available on dev.wellnessinteractive.com

**Dog Image Classification – Research (short paper)** September 2017–December 2017

* Programming tools: Python, TensorFlow, ImageNet, CIFAR-10
* Program able to identify the type of a dog in an image by retraining the final layer of a network
* Introduces a Divide and Conquer approach, potentially improving existing Image Recognition Tools

**Pacman – Unity Game**  January 2016

* Programming tools: C#, Unity 3D Game Engine
* Sample Pacman game, written and built with Unity 3D Game Engine
* The player must collect all the resources and avoid colliding with the 3 implemented AI balls

**UNLV Student Support Application – Web Application** January 2015–May 2015

* Programming tools: Android SDK, HTML, CSS, JavaScript, Google maps API, Full Calendar, LAMP
* Using Google Maps API, displays the campus map with the acceptable buildings
* Displays walking direction and estimated time from current location to classrooms

**EDUCATION:**

University of Nevada, Las Vegas August 2020

GPA: 3.7 Master of Science in Computer Science: Fault Tolerance in Software Defined Networks

**HONORS AND ACTIVITES:**

* Director of Marketing of SASE (Society of Asian Scientists & Engineers) Fall 2013–Spring 2015
* Director of External Affairs of ACM (Association for Computing Machinery) Spring 2015-Fall 2015
* Member of Tau Beta Pi NV B (Honor society) Fall 2014 Initiation