

KIRITI MUNIPALLE

+1(469) 544 3741 | kiriti.1206@gmail.com | linkedin.com/in/kiriti-munipalle |
[kiriti-portfolio](#) | Memphis, TN, USA

PROFESSIONAL SUMMARY

Experienced Software Developer with a proven record of two years in implementing scalable web applications, industrial working knowledge on front-end and back-end technologies, and efficiency in collaborating with cross-functional teams to deliver high quality solutions. Strong problem-solving skills and a commitment to keep up with emerging trends in software development. Eager to leverage this experience and skill set to contribute to innovative and impactful projects.

EDUCATION

University Of Memphis, USA

Master's in Computer Science

Graduating 05/2025

GPA-3.77/4

GITAM University, India

Bachelors of Technology in Computer Science and Engineering

07/2017 – 06/2021

GPA-8.31/10

TECHNICAL SKILLS

Programming Languages: Java, JavaScript, TypeScript, Python, C, C++, SQL, PL/SQL

Problem Solving Skills: Data Structures and Algorithms

Frameworks: Springboot, RESTful APIs, Microservices, Angular, AJAX, jQuery, Bootstrap, TestNG, Selenium

Databases: MySQL, Oracle, PostgreSQL, MSSQL, MongoDB

Platforms & Tools: Git, Postman, Swagger, Kibana, Jenkins, Jira, Rally, UML, Service Now, Cucumber, Flaksmith

Operating Systems: Linux, Windows, Mac

Virtualization Tools: Docker

WORK EXPERIENCE

UnitedHealth Group (Optum Global Solutions), India | *Java Full Stack Developer*

08/2021 – 08/2023

Project: MNR Portals

- Worked with a cloud-based web portal using Adobe Experience Manager (AEM) as the content management system, managing a total of 11 scalable micro-services.
- Redesigned and executed enhancements for an internal micro-app, resulting in an 18% increase in quarterly sales for the project. Much appreciated by Senior Manager Software Engineer.
- Improved end-user experience by developing user-friendly front-end components and features with Angular Framework resulting in a 26% improvement in end-user experience by increasing the performance optimization and responsiveness of web application.
- Demonstrated hands-on experience in the development of scalable micro-services, enhancing maintainability, and enabling agile development. Concurrently developed RESTful APIs to ensure seamless communication between Angular front-end and back-end services, optimizing data transfer for efficiency.
- Created and modified test cases along with generating cucumber reports using TestNG and Selenium within an ATDD framework, incorporating best coding practices to enable parallel testing. This initiative resulted in a 20% reduction in testing time for the application.
- Migrated monolithic application to micro-services architecture, significantly reducing system downtime during deployments.
- Implemented JUnit test cases achieving 96% code coverage to ensure services functioned as expected.
- Optimized JPA repos to streamline data storage and retrieval, minimizing database response time, and decreasing latency in data accessing. Collaborated with cross-functional teams to create and develop data models while maintaining reliability of data storage.
- Adopted Agile web development methodologies with participation in all stages of Software Development Life Cycle (SDLC), consistently delivering projects on time and ensuring efficient workflow in biweekly and monthly releases. Demonstrated effective communication skills in scrum meetings.
- Implemented Flaksmith feature flags to enhance dynamic control over application content, enabling efficient feature rollouts.
- Streamlined the deployment process by implementing CI/CD pipelines, resulting in a 10% reduction in deployment time.

ACADEMIC PROJECTS

Advanced Editor *Python3.6, Tkinter module*

- Designed and developed an advanced text editor with multi-featured characteristics and all basic notepad functionalities. The advanced features include spell check along with accurate and matching word suggestions, search and replace with words as well as with regular expressions, speech-to-text, text-to-speech, and bad word filtering using fuzzy logic.

Basic Paint *Turbo C++ Using Init Graphics*

- Designed and developed a responsive paint application based on the concepts of Object Oriented Programming (OOPs) without depending on any native functions. Made use of mouse events and mathematics formulas in Graphical Programming for drawing shapes and user interaction. This project allows end users to draw shapes such as Circle, Ellipse, Rectangle, Square, and free style.