

Lokesh Kumar Patnaik

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SUMMARY

Computer science professional with hands-on experience in creating accessible web applications, real-time sentiment analysis, and arcade game development. Demonstrated expertise in Python, SQL, HTML, and JavaScript, with a strong background in AWS services like CloudWatch, Redshift, and IAM. Proven success in enhancing efficiency, reducing manual tasks, and increasing test coverage through automation. Skilled in ETL tools like Hadoop and Tableau, and databases including MySQL and PostgreSQL. Committed to delivering effective solutions through teamwork and innovation.

EDUCATION

Florida Atlantic University
Master's in computer science
GPA: 3.5

Boca Raton, FL
January 2023 – December 2024

Vignan's Institute of Information Technology
Bachelor of Technology in Information Technology

Visakhapatnam, Andhra Pradesh
June 2016 – October 2020
GPA: 3.1

TECHNICAL SKILLS

- **Languages:** Python, SQL, HTML, CSS, PHP, Javascript
- **ETL Tools:** Hadoop, Hive, Microsoft Excel, Power BI, Tableau
- **Cloud Services:** AWS CloudWatch, AWS Redshift, GitHub, Kubernetes, Bigdata, Google Cloud.
- **Containerization:** Docker
- **Machine Learning:** Machine Learning Techniques, NumPy, Pandas, Scikit-learn
- **Databases:** MySQL, PostgreSQL, MongoDB, IBM Db2, Oracle, Snowflake

PROJECTS

Title: Book Your Bus

- Crafted an accessible web app using HTML, CSS, and JavaScript for seamless interaction.
- Administrators experience a 25% efficiency boost with SQL Workbench and Visual Studio Code, managing bus details and allocating seats.
- Prioritized accessibility by reserving 15% of seats for individuals with disabilities, ensuring easy reservation and inclusivity for all users.

Title: Twitter Sentimental Analysis

- Spearheaded real-time sentiment analysis through data visualization on trending topics.
- Implemented a widely accessible API and executed a Python 3-based machine learning model using NumPy, Pandas, and Matplotlib.
- Achieved a substantial 20% accuracy boost in tweet classification, offering businesses and researchers augmented insights into public sentiment on social media.

Title: The Hungry Crab

- Created a captivating 2D arcade game compatible with Android and PC using Unity 3D, Blender, and C#.
- Crafted three captivating levels, inviting players to navigate intricate obstacles, conquer challenging hurdles, and amass points for a thrilling gaming experience.
- Secured cross-platform compatibility for widespread accessibility, leveraging Unity 3D, Blender, C#, and Adobe Photoshop CC.

WORK EXPERIENCE

Florida Atlantic University

Student Web Editor & Marketing Assistant

Boca Raton, FL

January 2023 - Present

- Upgraded content quality by 10% through SEO (Search Engine Optimization) techniques.
- Integrated SEO-friendly keywords, resulting in a 15% rise in rankings.
- Designed web applications with HTML, CSS, JavaScript, and jQuery.
- Guaranteed SEO best practices for a 15% boost in website discoverability.
- Tailored custom websites with a strong SEO focus for a 25% increase.
- Achieved a substantial 20% increase in online discoverability.

DXC Technology

Data Engineer

Bangalore, Karnataka

July 2021 – December 2022

- Engineered complex data pipelines with Apache Spark and Hive, using Python, SQL, and ETL tools.
- Designed and implemented automation solutions, reducing manual tasks by 50% through Python, SQL.
- Coordinated the deployment of machine learning models, increasing test automation coverage by 40% with tools like NumPy and Pandas.
- Established secure AWS access with IAM, optimizing cloud monitoring with CloudWatch and Redshift.
- Implemented CI/CD pipelines with Docker and Jenkins, reducing software deployment times by 30%.
- Created detailed data visualization reports using Tableau and Power BI, facilitating data analysis and business insights.
- Optimized SQL queries for better database performance, reducing query times by 30%.
- Maintained SQL databases and documented architectures to ensure data integrity and reliability.

DXC Technology

Associate Data Engineer

Bangalore, Karnataka

January 2020 – July 2021

- Assisted in building data pipelines and automating ETL processes with Apache Spark, Hive, and Python, improving data processing efficiency by 20%.
- Developed basic automation scripts in Python and SQL, contributing to a 20% reduction in manual tasks.
- Maintained and updated SQL databases, ensuring data reliability and data integrity.
- Supported the implementation of secure AWS access with IAM and managed cloud resources, including Redshift and CloudWatch.
- Conducted manual and automated tests to ensure data quality, reducing data-related issues by 25%.
- Assisted in creating data visualization reports with Tableau, providing valuable insights for business operations.
- Documented ETL processes and data architectures to improve team knowledge sharing.
- Assisted in configuring CI/CD pipelines and ensured successful deployments.

Kajaani University of Applied Science, Finland
Game Developer Intern

Guntur, Andhra Pradesh
May 2018 – August 2018

- Enhanced game mechanics, resulting in a 20% increase in user engagement for a refined player experience.
- Built a cross-platform game engine for Android and PC users, ensuring seamless playability.
- Integrated a realistic lighting system and particle effects, enhancing visual appeal by 25%.
- Worked on tools and pipelines, reducing development iteration time by 30%.
- Built a project with three engaging levels, highlighting game development expertise.
- Ensured engaging gameplay in a project with three immersive levels.

CERTIFICATIONS

- AWS Cloud Practitioner
- Azure Security Engineer Associate
- Accenture Data Analyst by Forage

April 2022
October 2021
July 2023