MAHESH NARPAT CHAND

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SKILLS

Programming Languages – Python, Java, JavaScript, HTML, CSS, Android, Scala, Dart, C++, Linux
Frameworks & APIs – NEXT JS, React, Flask, Flutter, Spring Boot, Hibernate, JDBC, MS Graph, REST, Jest, PyTest
Database & Cloud – MongoDB, MySQL, SQLite, AWS (EC2, Lambda, S3), Azure
Tools - Git, Airflow, Jenkins, Docker, Kubernetes, DataStage, SAS, Rally, Jira, Figma

EXPERIENCE

DATA ENGINEER INTERN, UNITEDHEALTH GROUP   JUNE 2022 – SEPTEMBER 2022

- Customized and extended an open-source data-validator project to meet unique validation requirements.
- Designed and implemented a data validation framework in Scala, with projected error reduction by 30%.
- Leveraged user configuration files to ensure the framework's flexibility and adaptability to various pipelines, contributing to the minimization of error-rates and mitigation of downstream impacts.

ASSOCIATE SOFTWARE ENGINEER, OPTUM   AUGUST 2020 – AUGUST 2021

- Revamped the ETL process within an Agile environment , orchestrating a seamless cloud migration.
- Implemented automation using Linux and Python, resulting in a 50% increase in operational efficiency.
- Carried out stress testing to identify the system capacity and implement checks in place to avoid overload.
- Documented the entire process, providing comprehensive knowledge transfer for team members.
- Designed a full-stack ServiceNow microservice, built using Java, JavaScript, and MongoDB, for Hygieia.
- Enhanced ticket tracking and SLA management through graphical charts, improving team productivity.

PROJECTS

LEGALAID SCHEDULER   SINCE JANUARY 2023

- Developing a comprehensive legal case management system, encompassing PDF text extraction and processing, document automation, calendaring, and task management, managed with MS Graph API.
- Integrated AI-driven enhancements with ChatGPT, streamlining legal workflows and improved efficiency.
- Implemented rigorous unit testing and debugging to ensure the highest quality of code.
- Projected to reduce manual entry by approximately 15 hours/week in a typical law firm.

DRIVEWAVE – GESTURE CONTROLLED ROBOT CAR   DECEMBER 2021

- Collaborated on seamless integration of a hand gesture recognition ML model with Arduino-based robot car, optimizing real-time interaction.
- Engaged in hardware configuration and software interfacing, ensuring precise execution of gesture commands and enhancing overall user experience.

PEDALEZE – FITNESS CYCLING APP   JULY 2019

- Developed a user-friendly fitness cycling android app, enabling users to effortlessly track cycle routes and heart rate through BLE-based integration with wrist/fitness bands.
- Integrated GPS-based map tracking, constant heart rate monitoring, and seamless connectivity with cycling devices for efficient data exchange.

EDUCATION

MASTER OF SCIENCE IN COMPUTER SCIENCE   SEPTEMBER 2021 – DECEMBER 2023

OREGON STATE UNIVERSITY   **GPA 3.94/4.0**

- Enrolled in Algorithms, Software Engineering Methods, Human Computer Interaction, Database Management Systems, Deep Learning, Information Retrieval and Scalable Querying.
- Teaching Assistant – Cloud Application Development, Mobile Software Development(Flutter & Kotlin).

BACHELOR OF TECHNOLOGY IN COMPUTER SCIENCE   JULY 2016 – MAY 2020

SRM INSTITUTE OF SCIENCE & TECHNOLOGY   **GPA 3.56/4.0**