Sai Mounica Mungamuru

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OVERVIEW

- Dedicated and accomplished software engineer with over 8 years of hands-on experience in C++, C# .Net, Angular and Python technologies.

- Proven track record of leading R&D teams, coupled with an extensive background in project management and Agile methodologies.

- Proficient in gaming and telecom industries, offering robust and analytical abilities to comprehend complex business needs and streamline processes.

- As a lead engineer adept at managing projects, resources and orchestrating Agile processes to ensure seamless project delivery.

- Seeking a challenging role to leverage technical expertise, leadership skills and passion for innovation in a dynamic work environment.

WORK EXPERIENCE

- **Global Logic India Private Ltd** — Chennai, India
  Consultant for Ericsson - Lead Engineer — *Sep 2022 - present*
  - **Project Name** : Ericsson CCN
    - ∗ Worked on real time billing in Ericsson charging system

  Key Responsibilities :

  - Part of R&D team and individual contributor in design, analysis, user story planning, implementation, and post production support.
  - Involved in system architecture creating high level and low level design specifications in system programming
  - Addressed client incidents and bugs within the stipulated timelines and SLAs.
  - Took additional responsibility of project management by leading the scrum team in implementing Agile methodologies.
  - Effectively allocated resources, carried out sprint planning, managed feature delivery timelines and ensured project milestones are met.
  - Streamline communication between cross functional teams to enhance collaboration and productivity.

  Technology Summary :

  - Languages and frameworks: C++, Linux, Shell scripting, Python, C#, Angular, ASP.NET MVC, MS SQL Server, Data structures and Algorithms

- **Light & Wonder, Inc., formerly Scientific Games Corporation** — Bangalore, India
  Senior Software Engineer — *Nov 2015 - Sep 2022*
  - **Project Name** : iView Content
    - ∗ iView is a hardware that acts as an interface between Electronic Gaming Machine(EGM) and players at casinos.
    - ∗ This product has a display device and it enables players to view their account data, make transactions at the slot to play games on the EGM, avail different features that a Casino provides and also play promotional games on the display device.
  - **Key Responsibilities :**

* Developed various features such as Player session management, cash transactions, game protocol implementation, Responsible Gaming, Game Reserve, promotional games.
* Individual contributor in design, Analysis, user story planning, code implementation, Production, and provided support for post production and technical documentation.
* Implementation of Unit test cases for various scenarios.
* Developing Linux version of this product with HTML content
* Quick turn around for issues/bug fixes raised by clients.
* Worked on 10+ end to end releases for various Casino Market Places such as USA, Las Vegas, Macau and South Africa .
* Contributing in Sprint planning, project analysis, Sprint design and grooming sessions.

Technology Summary :
* Languages and frameworks:C++, Data structures and Algorithms, C#, ASP.Net Web Api, Angular, Html, MS SQL, Socket programming, Protocol Implementation
* Development Tools: Microsoft Visual Studio 2019, Microsoft Visual Studio Code, Perforce as a repository, JIRA for Agile planning and execution
* Databases: SQL server 2012

○ **Project Name** : Bally Enterprise Progressive Systems(BEPS)
* This feature is part of iView product and it aims at providing iView support for the BEPS system so that the players in a casino can take part in progressives on the EGMs and win Jackpots.

Key Responsibilities :
* Worked on the Core side of the project, design documentation and code implementation
* Developed an entire module for a secured socket communication with the host server, defined message structure for all the transactions that are exchanged between host(BEPS) and client(iView),
* Developed business logic for the Progressive and Mystery jackpot hits by handling all possible scenarios.
* This was developed in C# ensuring good quality of code by following required coding principles and SpecFlow test scenarios.

Technology Summary :
* Languages : C++, C#, LINQ, XML
* Development Tools: Microsoft Visual Studio 2019, Microsoft Visual Studio Code, Perforce as a repository, JIRA for Agile planning and execution
* Databases: SQL server 2012

○ **Project Name** : Cardless Coordinator using QR Code Scanner
* Implemented QR code scanner which aims at allowing the players to go card-less in Casinos to access their permanent player accounts.

Key Responsibilities :
* Developed modules which enable two-way communication between Cardless Coordinator and Mobile Server through APIs from the iView application.
* Involved in planning, design and implementation.

Technology Summary :
* Languages and : C++, C#, ASP.Net Web API
* Development Tools: Microsoft Visual Studio 2019, Microsoft Visual Studio Code, Perforce as a repository, JIRA for Agile planning and execution
* Databases: SQL server 2012

- **Tata Consultancy Services**   Chennai, India
  Trainee   *July 2015 - Oct 2015*
  ○ Designed class diagrams and developed C++ projects for various problem statements.
  ○ Gained basic familiarity with Linux OS

Technical skills

- Programming Languages: C++, C# .Net

- Scripting Languages : Shell and Python

- Web Development Frameworks: Angular, ASP.NET MVC

- Frontend Technologies: HTML, CSS, Javascript, Typescript, WinForms

- Backend Technologies: MS SQL Server, REST API

- Development Environments: Visual Studio, Visual Studio Code

- Operating Systems: Linux, Windows

- Version Control: GIT, Perforce

- Project Management Tools: JIRA, Jenkins, Gerrit

- Code Search: Open Grok

Education

- **Amrita Vishwa Vidyapeetham**   Bangalore, India
  B.Tech in Computer Science; GPA: 8.34/10   *July. 2011 – May. 2015*

- **Narayana Junior College**   Nellore, India
  Class XII; Percentage: 97.10   *July. 2009 – April. 2011*

- **Gomathy High School**   Nellore, India
  Class X; Percentage: 91.20   *July. 2008 – April. 2009*