

JAVA DEVELOPER

Professional Profile

I have the skills and qualities for making any task successful. I shall use my qualities like honesty, integrity, loyalty, and time management for accomplishing the task. It would aid me to get the instant recognition among my colleagues. I would prove myself the best candidate by integrating these things. By doing so I can win the trust of management.

Qualifications

- Java/J2EE, C/C++
- Web Technologies
- HTML5, CSS, JavaScript, XML
- Platforms
- Windows 2K/XP/Vista/7/8.1, Unix/Linux, MS DOS
- Application Servers
- WebLogic Server 12c, Apache Tomcat
- Design/Analysis
- Agile/SCRUM software development methodologies
- Frameworks
- Spring, Hibernate
- Web Services
- REST, SOAP, WSDL
- Tools and Technologies
- Jenkins, Splunk, ServiceNow, SAP Hybris, SVN, Accurev, Oracle, Eclipse, Microsoft Visual Basic .NET, MS Office, Unity3D, Blender, Flash 6, Director 12, Motion Builder, Maya, Open-Stage 2 by Organic Motion

Relevant Experience

- Wrote JUNIT test cases and tested Worked for project Support and maintenance environment Documented and developed Low Level Design for the project Wrote development test cases and done intermediate QA testing in developer Environment Technologies and Tools used: JAVA, Spring framework, Spring core, Spring MVC, Hibernate, Web Services SOA, Ant, JUnit, spring, HTML, DHTML, CSS, Java Script ACADEMIC PROJECTS: Project 4: DAY TO NIGHT FLIGHT Duration: 2 Months The gameplay is to drive the flight around and collect the mailboxes before the day changes to night.
- Theme of the game is taken from a novel Night Flight (Vol de nuit) in French written by Antoine de Saint-Exupey.
- Roles and Responsibilities: Created 3D arenas using terrains and a 3D flight using cubes and sphere in Unity3D.
- Designed 3D mailbox using Maya.
- Created textures for buttons, mailbox, terrain and Fonts in Unity3D NGUI by using After Effects.
- Designed and made user interface of menus, settings using NGUI and other game scenes.
- Coded scripts to make scroll list of interfaces.
- Created particle emission while the player collects coins, level cleared or game over and etc.
- using particle system in Unity3D.
- Coded the day to night cycle effect.
- Coded and Edited C#/JavaScript Scripts in 3D Unity.
- Documented the complete project in detail.
- Technologies and Tools used: C# Script, Java Script, Unity3D, NGUI, Unity Assets, Maya, MS Word.
- Project 3: SHOOTING GAME Duration: 2 Months The main theme of the game is the player has to survive each level by killing enemies using provided guns and avoiding himself to kill by enemies.
- At the end clear all the levels to reach his family in home town.
- Roles and Responsibilities: Created 3D arenas of the shooting game using Unity3D.
- Designed 3D objects and enemies of the shooting game using Maya.
- Used assets from asset-store of Unity and created different levels with different environment in arenas.
- Created textures and Fonts in Unity3D NGUI by using After Effects.
- Designed and made user interface of menus, settings using NGUI and other game scenes.
- Coded scripts to make scroll list of interfaces.
- Created particle emission when the player or enemy dead, level cleared and etc.
- using particle system in Unity3D.
- Coded all the button triggers scripts and date structures within the whole Shooting Game user interfaces.
- Challenging in making this game is to make the enemies to follow player and shoot if comes near.
- Coded and Edited C#/JavaScript Scripts in 3D Unity.
- Documented the complete project in detail.
- Technologies and Tools used: C# Script, Java Script, Unity3D, NGUI, Unity Assets, Maya, MS Word.
- Project 2: TILT PADDLE Duration: 1 Months The game play is the player has to tilt the paddle in a way that the cue ball inside the paddle has to reach the particular check point without falling into the holes.
- As the level increases the game becomes more challenging.
- Roles and Responsibilities: Created 3D Objects using Maya and create textures of these Objects using After Effects.
- Created textures and in Unity3D NGUI by using After Effects.
- Created particle emission when the level is cleared, while dead and etc.
- using particle system in Unity3D.

- Designed and made user interface of menus, settings using NGUI and other game scenes.
- Coded and Edited C#/JavaScript Scripts in 3D Unity.
- Documented the complete project in detail.
- Technologies and Tools used: C# Script, Java Script, Unity3D, NGUI, Unity Assets, Maya, MS Word.
- Project 1: SECURE DATA TRANSMISSION Duration: 4 Months Team Members: 3 This project is about the Transmission of Data (Plaintext) in the form of Encrypted data (Cipher Text) using RSA Algorithm.
- RSA Algorithm consisting of two keys named Public Key and the Private Key.
- Public Key is used for the Encrypting the Data and Private Key Decrypts the Data.
- Roles and Responsibilities: Created the java applet in the browser using HTML with the text filed and import option to add image at the sender side.
- Created the java applet in the browser using HTML with the text filed and download option for image at the receiver side.
- By implementing the RSA Algorithm encrypted the data in the text field at the sender side called cipher text.
- Using the LSB technique the encrypted data is now embedded into an image which is transmitted to receiver.
- Receiver extracts and decodes the data using the two keys from the image in Plain text format.
- The Security involved in this Transmission process is multi leveled.
- Technologies used (Algorithm): RSA (named after its inventors Rivest, Shamir and Adleman), LSB (Least Significant Bit).

Experience

Java Developer 01/2015 to 01/2017 Global Data Consultants

- Using Agile methodology for the iterative development of the application.
- Involved in development of Front-End using JSP, HTML, Java Script, AJAX, and Back-End using Hibernate ORM.
- Developed views and Controllers using Spring MVC, Spring AOP Framework and Java multi-threading.
- Involved in development of website which included functionalities like product browsing and search, customer login, customer profile, cart, order placement, payment.
- Worked using developing Web Services using SOAP protocol and REST.
- Good experience in databases Oracle 10g, MS SQL and My SQL.
- Implemented Prepare and Validator Interceptors to ensure required and valid data.
- Designed and Implemented pages as per wireframes provided.
- Worked on Component Controllers & Page Controllers.
- Built custom tags using JSP Tag files.
- Worked with code build tools Maven and Ant.
- Experience with Splunk Enterprise.
- Used SVN as a repository tool to add, retrieve or move the source code.
- Using Trello and ServiceNow for overall project related activities.
- Implementing JSP Standard Tag Libraries (JSTL).
- Working on HAC (Hybris Administration Console) and HMC (Hybris Management Console) to perform update/initialize operations, validating scripts, checking the Flexi search queries, etc.
- Extensively used the LOG4j to log regular Debug and Exception statements.
- Creating POJO's as JSON object with Requirement.
- Creating technical and integration documentation.
- Writing JUnits using spring.
- Created Mock Data using Mock Servers, used if services are down.
- Technologies and Tools Used: Java/J2EE, Java Script, Maven, Ant, Spring MVC, SOA, MYSQL, JUnit, Jenkins, SVN & Accurev, Web Services (REST, SOAP), JSP, HTML, CSS, ServiceNow, Trello, Log4j, Hybris, Splunk.

10/2013 to 07/2014 Bickford Senior Living Hagerstown , MD

- Lead a team of 2 and built a 3-D animated character used in unity.
- Experimented the software and equipment of lab to understand the advantages and find the solutions for technical issues and presented them to the Head of the Department.
- Gave multiple presentations to the faculty and students of different schools on our Motion Lab capabilities and features.
- What is this lab for and what we can do in this lab, how it is useful in gaming world etc.
- Recorded the motion of an actor and did a sync with animated character.
- Designed various animated characters in Maya.
- Used Motion Builder software for rectifying the issues which were faced in the process of syncing the animations to a characters.
- Presented rectifying techniques of resolving the issues in syncing animations and process of editing the recorded animations to the professors and students.
- Reported the complete research on this using live videos and examples is my academic project.
- Technologies and Tools Used: Open-Stage 2 by Organic Motion, Unity, Unity Assets, Java Script, Motion Builder - Autodesk, Maya-Autodesk.

Java Developer 12/2011 to 07/2013 Global Data Consultants

- Maintain manual details of blood camps, donor details, blood stock, blood types, instruments stock, bill generation etc.
- 'Red Cross Online' is an intranet system application to be used by doctors and technicians to reduce daily activities time, i.e.

- Register donor, blood camp details in the Red Cross Blood Bank.
- The system provides cross matching details, grouping details, bill generation, certificates for Blood Donors and organizations and information on blood stock, furniture and equipment's stocks Roles and Responsibilities: Worked on technologies like HTML, Java Script, XML, JSP, JSTL for developing frontend design and development Developed Action Controllers and HTTP Servlet's in MVC architecture environment.
- Working in all development phases right from the scratch to multiple product releases over the period.

Education

Completed Bachelor of Technology in IT (Information Technology : Computer Arts and Science April' 2015 Completed MSCIS Sacred Heart University Kakatiya Institute of Technology & Science (KITS) State , USA India Computer Arts and Science

Graduate Certification in Computer Gaming in the college of Arts of Science from Sacred Heart University. *Finishing School Certificate Program from August'2012 to April'2013 with Genesis Solutions Pvt Ltd.

Additional Information

- Modules: View (Text Panel, Send Panel), Controller, Model (Encoding, Embedding, Extracting, Decoding).

Skills

.NET, 3D, 3-D, academic, Agile, AJAX, Ant, Apache, Arts, C, C++, CSS, databases, documentation, Eclipse, editing, XML, features, Flash 6, HTML, HTML5, HTTP, Information Technology, J2EE, Java, JSP, JavaScript, Java Script, JSON, Linux, LOG4j, Director, Maya, MS Office, Windows 2, MS DOS, MVC, MYSQL, My SQL, Enterprise, Oracle, Page, presentations, Programming, Requirement, research, SAP, SCRUM, Servers, Servlet, scripts, SOAP, software development, MS SQL, Tomcat, Unix, Vista, Microsoft Visual Basic, website, WebLogic