

A results-driven full-stack software engineer, with 3.4 years of work experience at Microsoft.

Proficient in designing, integrating and problem-solving for complex modules for Restful web services.

## EDUCATION

<b>Masters in Software Engineering</b>	<b>SAN JOSE STATE UNIVERSITY, CA</b>	GPA 3.7	May 2018
<b>Bachelors in Computer Engineering</b>	<b>GGSIU, Delhi, INDIA</b>	GPA 3.6	May 2012

## SKILLS:

<b>Languages:</b>	Java, Python, PowerShell scripting
<b>Databases and Platforms:</b>	SQL, SQLite, MongoDB, GraphDB (Neo4J & IBM), Linux, Windows Server
<b>Testing and Frameworks:</b>	Java Spring, Hibernate, Jmeter, PyCharm, Unity, Eclipse, IntelliJ
<b>Web Technologies:</b>	HTML5, CSS3, JavaScript, Node.JS, AngularJS, RESTful Services, OpenCV, Bootstrap
<b>Cloud Technologies:</b>	AWS, Microsoft Azure, Google App Engine, Docker, Openstack, Cloudstack.
<b>Technical Skills:</b>	Distributed System, Design Patterns, Scrum, Agile, Data Analytics.

## RELEVANT EXPERIENCE (3+ Years):

### Microsoft (EPS) - System Software Engineer, India

Jan 2013 – Apr 2016

- Involved in designing and reviewing of software design descriptions with testing and fixing bugs for Microsoft operating system services and API's.
- Worked as subject matter expert in analyzing the issues with the Microsoft Hyper-V clusters at enterprise level.
- Researched and wrote two Microsoft internal Bemis articles for customizing and deploying OS using MDT and WDS.
- Reconstructed the integration of Microsoft deployment services with SCVMM.

### San Jose state university - Research Assistant

#### [Big Data, Python, Machine Learning (SVM), SciPy, NumPy, Docker, OBSPY, Seismology]

- Part of San Jose Smart City project for the prediction of after-shock waves following the earthquake.
- Determined the arrival of S-Wave and P-Wave using big data analysis with an accuracy of ~ 94% from past data.
- Developed an algorithm to calculate epicenter for the earthquake.
- Used the analysis for supervised learning and developed prediction model for epicenter, S and P wave arrival time.

## ACADEMIC PROJECTS:

### Slack Bot [Java Spring Boot, Python, AWS API gateway, DynamoDB, Slack API, NLP, RESTful services]

- Created a slack bot for the students to ask question related to academic courses, syllabus, examination dates, submissions, due dates and assignments for 19 courses offered to software engineering graduate student.
- Implemented NLP so that a question can be asked in the natural language in any form and it will be interpreted by the system for the best result.
- Implemented AWS Dynamo DB along with API Gateway for the instant real-time response from the bot.

### Greenfoot Game (Error Detection in Data) [Java, Scrum, Kanban, Agile, UML, Design Patterns]

- Multiplayer game developed in Java using GreenFoot which implements the concept of error detection using parity.
- Rigorously followed agile development methodologies specifically Scrum and Kanban.
- Extensively created UML diagrams like Class diagrams, Activity diagrams, state machine diagrams etc.

### vSensors - Simulation of Mobile Sensor Cloud as IaaS [Java Spring Boot, MEAN Stack, AWS, REST webservices, MongoDB]

- Developed a cloud infrastructure to support and manage mobile sensor resources.
- Enriched the application with features like resource allocation, monitoring and billing of the sensor nodes
- Deployed the application on Amazon EC2 and monitored the resource utilization using Amazon Cloud watch.

### Seep -Multiplayer Card Game [Java Spring, Distributed System, Client Server, SQL]

- Created online multiplayer card game named Seep using J2EE and Java AWT.
- Implemented client server architecture and created a distributed application for up to 16 players, thus can be played simultaneously on 4 different game servers.
- Created all the UML diagram, test cases and thoroughly tested it while following agile methodologies.