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FNU NAKSHATRA

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SUMMARY

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

Masters in Software Engineering	**SAN JOSE STATE UNIVERSITY, CA**	GPA 3.7	May 2018
Bachelors in Computer Engineering	**GGSIPU, Delhi, INDIA**	GPA 3.6	May 2012

LANGUAGES, TECHNOLOGIES, AND TOOLS

Languages:	Java, Python, PowerShell scripting
Databases and Platforms:	SQL, SQLlite, MongoDB, GraphDB (Neo4J & IBM), Linux, Windows Server
Testing and Frameworks:	Java Spring, Hibernate, Jmeter**,** PyCharm, Unity, Eclipse, IntelliJ
Web Technologies:	HTML5, CSS3, JavaScript, Node.JS, AngularJS, RESTful Services, OpenCV, Bootstrap
Cloud Technologies:	AWS, Microsoft Azure, Google App Engine, Docker, Openstack, Cloudstack.
Technical Skills:	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 [*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) [*Greenfoot, 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 *[MEAN Stack, AWS,Java Spring Boot, 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.