**Pate Naveen**

# EXPERIENCE SUMMARY

**Experience Level**: 0.10 Years

**Now:** Mirafra Software Technologies Pvt Ltd. SEP 2024 – Present

# Past:

* Vodafone Intelligent Solutions Aug 2023 – Mar 2024

# Education:

* BTECH Electrical and Electronics Engineering , 2020 - 2023

# Technical Skills:

* Languages: C/C++, Java, SQL , JavaScript, HTML/CSS
* Frameworks: React js
* Developer Tools: Git ,Visual Studio
* Version Control: GIT, GitHub
* Other: Data Structure and Algorithm, Shell Scripting
* Soft Skills: Leadership, Event Management, Writing, Public Speaking, Time

# PROJECT EXPERIENCE

**Company Name** – Vodafone Intelligent Solutions

**Project :** Supporting end to end operations for Qatar client

**Role**: Technical Engineer 3 (SWE)

**Description:**

Working for Qatar Client and supporting for end-to-end operations.

# Role:

1. Played a role in the Oracle Siebel application team, actively involved in resolving multiple functional errors• Handling Weblogic Middleware Application and Order Management tools , Working as an administrator on Oracle Fusion Middleware Products SOA,OSB,OAG,ODI. Voltage and Temperature monitoring modules.
2. Experience in supporting weblogic servers on Linux. Good Knowledge of Order Flow, Payment Flow , Adjustment Flow – through sequence.
3. Hands on experience in Monitoring system e2e and making sure the application is available to the customers, Incident Management: Managing high severity incidents , checking logs , threads , heap dump, disc space clearance.

**PERSONAL PROJECTS**

**• News-APP:** | React.js,Node.js , Java script, HTML,CSS

1. Designed and developed a News App that utilizes the News.org API to fetch current news
2. Implemented functionality to load 80+ current news articles from selected sections such as Politics, Sports, etc
3. Integrated a search feature allowing users to search for specific news topics, with seamless redirection to the respective news sources.

**• Center Coin :** C++,HTML, CSS, JavaScript

1. Developed a circular doubly linked list from scratch to manage player data efficiently, demonstrating proficiency in data structures and memory management in C++.
2. Implemented robust random number generation with collision checks, ensuring unique and valid random numbers for each player, showcasing strong problem-solving skills and attention to detail.
3. Created functionalities to dynamically add and remove players during gameplay, highlighting adaptability and the ability to handle complex dynamic data operations.
4. Designed a comprehensive system to manage and display real-time player statistics and game states, reflecting strong analytical abilities and an understanding of interactive systems