

## EMPLOYMENT

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**Senior Software developer,  
(full time)**

**Merkur Gaming India**

**From May 2022**

### Casino games

- As an internal stakeholder, managed a **few 10's** slot games where the responsibility was to design, develop, test and manage.
- Helps teammates by giving them training on some frameworks like **JUnit** and also some **coding standards** to enhance product quality.
- Involved in some domain framework re-creational activities which led to a decrease in the **time estimation efforts by 50%**.

**Computer Science Teacher  
(full time)**

**Bharti Model School**

**March 2020 – April 2022**

- Responsible for providing higher education to the students.
- Mentor students for their school projects. Also involved in some fun activities.

## EDUCATION

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- **Master's in Computer Application**, from **Jan 2023**. Pursuing from **Indira Gandhi National Open University (IGNOU)**.
- **Bachelor's in Computer Application**, from **Jun 2019** to **June 2022** from **IGNOU**.
- **Advance Diploma in Computer Application**, from **July 2019** to **Dec 2022** from **National Institute of Electronics and Information Technology**.
- Coursework: Business Organization; Discrete Mathematics; Software Foundations; Database Management System; Computer Architecture; Algorithms; Java programming; Object-Oriented technology; C++ programming; Comparison of Learning Algorithms; Computational Theory; Data Communication;

## PRODUCTS

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**Pustakalaya bhawan** (From 2024, Expected initial 2025). E-library is an e-commerce platform creator, on which library owner not only manage their library but also can online their book store. This product creates an online bookstore by taking just a couple of things and a click! This product has everything which is required to start an online bookstore business to manage it effectively. The features in one-word are online shopping, inventory management, price management, platform management and many more.

- **IGNOU-An official Application** (From 2021). This project journey started with a hackathon which is organized by my university which opted for themes like E-portal for students, study materials management systems and many more, which have direct or indirect motives of providing good services to their students. The idea which was given to me and which was selected was a help desk which was capable of providing information like term results, assignment status, study material status, profile management, released notification and others which related to the students day to day requirements.

**Want to know about my fun projects? Please [click](#) here!!**

## ADDITIONAL EXPERIENCE AND ACHIEVEMENTS

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- **Customer Support Executive (2020-2022)**: Worked as a Flipkart retailer in different departments which involves interaction with different regions of consumer in India.
- **Badges and certifications**: Acquired 3 star in problem solving and certifications on [hackerrank](https://www.hackerrank.com).

### Languages, frameworks and tools

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- Java; PHP; SQL; JavaScript; CSS; XML; NoSQL
- JSP; JSF; Servlet; Struts; JAXS-RS; Spring; Springboot; Hibernate; Angular; Bootstrap;
- Maven; Jenkins; Docker; Kubernetes; Kafka; Jira; SonarQube; Git; Android Studio