

PALASH BHANARKAR

SALESFORCE
DEVELOPER

CLOUD
ENTHUSIAST



CONTACT

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CAREER OBJECTIVE

Combine Computer Science knowledge and my deep yearning to find solutions to real world problems in order to make a difference in the society and achieve advancements in the field.

WORK EXPERIENCE

2020 - 2021	<div><h3>SALESFORCE DEVELOPER</h3><p>Aethereus Consulting Pvt. Ltd.</p><ul style="list-style-type: none">Collaborated with various business partners and team members towards multiple successful Salesforce Sales Cloud implementations.Designed and implemented a fully functional payment module providing a boost revenue of 35% in a course of 2 months.Used profiles, sharing rules and code to implement security for different users in the organization.Implemented Triggers, Batch Apex, Lightning Web Components, Aura Components and Test Classes.Planned and setup Third-party Integrations for lead collection via Facebook, Client Website and the Salesforce 1 Mobile App.Used Workflow rules, Process Builders, Approval Processes and Email Alerts to send Email/Bell notifications to end users.Executed data migration using Data Loader, Data Import Wizard, Workbench and Excel.Provided customized data visualization using Reports, Dashboards and Report Folders for different users profiles.</div>
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EDUCATION

2019 - 2020	<div><h3>POST GRADUATION</h3><p>Post Graduate Diploma in Advanced Computing</p><p>Institute for Advanced Computing and Software Development (C-DAC, Pune), India</p></div>
2014 - 2019	<div><h3>GRADUATION</h3><p>B.E. Computer Engineering</p><p>University of Pune, India</p></div>

SKILLS

TECHNOLOGIES	LANGUAGES	SOFT SKILLS
Salesforce	Apex	Team Player
Azure, AWS	C++	Adaptive
.NET Framework	Java	Active Listener
Spring MVC	C#	Self-Motivated
Docker	HTML	
OS: Linux, Windows	CSS	
Oracle, MySQL	SQL	
Data Structures		

PROJECTS

2020	<div><h3>BIKE SERVICE PORTAL</h3><p>.NET/Java</p><ul style="list-style-type: none">MVC/.NET framework and Oracle database (Hibernate for Spring). We can manage appointments, job cards, spare parts, track statuses, make payments, etc.Main objective is to overcome manual errors and make a computerized system. One solution to manage all from appointment to payment.Created various modules for these functionalities including regular CRUD operations for roles such as customer, administrator, mechanic and cashier.</div>
2019	<div><h3>TWITTER DATA ANALYSIS FOR TARGET MARKETING IN TOURISM</h3><p>R, Python</p><ul style="list-style-type: none">Project focused on how Twitter data can be used for analysing the travel behaviour of users. It helps users in transport planning, management and operation purposes.With the help of Twitter posts we tracked the tourists around the city. Used Python to mine twitter data at runtime and RStudio to analyse the collected data and display results accordingly.Analysis included location, types of devices used to tweet and sentimental analysis of tweets.</div>
2018	<div><h3>JULTAR (ANDROID MULTIPLAYER GAME)</h3><p>C#, Unity</p><ul style="list-style-type: none">Developed Android Multiplayer Game using Unity Engine and C# in collaboration of a team of 8 people from accross the globe.Responsibilities included designing UI, special effects, animations and a few physics aspects to add more immersion to the game which was published on Google Play Store.</div>
2017	<div><h3>TIC-TAC-TOE</h3><p>C++, Qt</p><ul style="list-style-type: none">GUI based Tic-Tac-Toe, project was intended for learning basic application development using Qt on PC platform.</div>