Parth Awasthi

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EDUCATION

Chandigarh University   Mohali, Punjab , India
Bachelor of Engineering   Expected June 2025
Computer Science Engineering

WORK EXPERIENCE

Drbeen Corp (Remote)   Cupertino, USA
Junior Project Manager   02/2023- 05/2023

- Coordinated weekly sprints for feature development and bug fixes using Jira, resulting in a 20% increase in on-time deliverables and a 15% decrease in project timeline.
- Implemented a new ticket assignment system within Jira, streamlining the project management process and reducing backlog by 30%.

QA Tester   03/2021 – 01/2023

- Conducted thorough manual testing on staging and production environments, identifying and reporting an average of 50 bugs per month to developers for prompt resolution, resulting in a 20% decrease in post-production issues.
- Maintained an up-to-date monthly rollout sheet on Confluence, facilitating the approval of deployments from staging to production within a 24-hour window, ensuring a seamless transition process for critical hotfixes.
- Utilized Jira for comprehensive project management, successfully completing an average of 10 feature implementation tickets per week through efficient planning, roadmap creation, and Scrum-based weekly sprints.

QA & Testing Intern   11/2020 – 02/2021

- Utilized QA methodologies and manual testing techniques to identify and rectify over 50 production defects in collaboration with developers, resulting in a 30% increase in product quality.
- Collaborated with cross-functional teams to maintain comprehensive testing documentation for all projects, ensuring 100% accuracy and compliance with industry standards.

PROJECTS

Chess Game| Link
This is a complete implementation of a typical chess game without the burden of using any gpu. The main usage of playing chess like this is the user need not to worry about graphic processing and since it runs on the terminal without any load to the GPU users can test their strategies quickly and efficiently.

- **Tech Stack:** Java

Video Meet App| Link
Simple Video Chat is a lightweight web application that enables real-time video communication between users. Built using JavaScript, EJS, and CSS, this project leverages WebRTC technology for peer-to-peer video calls, ensuring a smooth and seamless experience without the need for additional plugins.

- **Tech Stack:** JavaScript, EJS, CSS

SKILLS

- **Programming Languages:** Java, HTML, CSS, Kotlin,
- **Libraries/Frameworks:** NodeJs, ReactJS Tailwind.
- **Tools / Platforms:** Jira, Confluence, Excel, Figma, GIT.
- **Databases:** MongoDB.

PUBLICATIONS

- **Conference Paper:** *Awasthi, P., Sahu, B., Rath, S., & Mittal, V. (2024). Dynamic playlist generation using AI.* Proceedings of the Second International Conference on Advanced Computing & Communication Technologies (ICACCTech). - PAPER