

Academic Projects

Goldchase Game

January 2016 - April 2016

- Multiplayer game developed in **C++**, which uses **message queues** to communicate among the players
- The game uses **semaphores, sockets, signal handling, shared memory** and **ncurses library**, using which the players have to search for real gold from fool's gold on a map which is updated real-time

Impact of Software Engineering Project Preferences on Student Motivation

August 2016 – December 2016

- Analyzed the impact of student preferences for software engineering projects on their motivation and willingness to continue working on the project on the data collected from undergraduate and graduate class of 91 students for various semesters, using **R** programming
- Performed Statistical Analysis using **R** scripts with **RapidMiner** to test hypotheses for t-test, correlations

Swellcat – Healthcare Management System

August 2015 - December 2015

- Developed a **web application** for University Healthcare System in a team of 3
- Used **SQL Developer** to provide the smooth functioning of the Health center by introducing an easy process of appointment scheduling, database creation, modification for students and staff

Professional Experience

QA Intern, Classuute

February 2017 – Present

- Create detailed, comprehensive and well-structured test plans and test case and estimate, prioritize, plan and coordinate testing activities
- Design, develop and execute **manual testing** fully cross browser and **automation scripts** using open source tools

Akka Volunteer

January 2016 - May 2016

- Contributed in developing code using **Scala** for migrating 2 of the major Akka classes to improve the functionality and performance for the newer version over the deprecated functionalities
- Identified and successfully resolved a total of 3 issues and bugs to streamline the migration of Akka classes

QA Intern, S R Labs, Pune, India

May 2015 – August 2015

- Contributed on a product for market data service, by gathering requirements, helping with finding, documenting and reporting bugs which increased the efficiency by 10%
- Created test plans and test cases for automated as well as manual testing for the **Agile development process**

Teaching Assistant, California State University, Chico

August 2015 – May 2016

- Conducted the lab sessions for CSCI-217, Fundamentals of Computing, and assisted the instructor with the lecture sessions, for a class of 40 students

Education

Master of Science in Computer Science	California State University, Chico	GPA 3.75	December 2016
Bachelor of Engineering in Computer Technology	University of Pune, India	GPA 3.82	May 2014

Computer Skills

Languages: C, C++, Python, PL/SQL, R, Scala, HTML, CSS, Perl, Visual Basic, Core Java

OS and Platforms: Linux, Windows, Mac OS X

Software's/Tools: Selenium Webdriver, JMeter, Jira, GitHub, Google Test, Gcov, Matlab, Code Coverage, Travis CI, Microsoft Visual Studio, SQL Developer, VirtualBox, Microsoft SQL server, Eclipse, NetBeans, Version Control, SVN, soapUI, Agile, RapidMiner

Achievements and Affiliations

- Published paper on "OnVote – Secured Online Voting System" in **International Journal of Innovative Research in Computer and Communication Engineering**, Nov 2013
- Represented California State University, Chico in **American Association for Advancement in Science 2017(AAAS)** for "Impact of Software Engineering Project Preferences on Student Motivation"
- Active member of **Association for Computing Machinery (ACM)**
- As a **Student Supervisor**, supervised a team of 150 employees to ensure excellent customer service and management for one of the main cafeteria on campus, which serves more than 16000 students and staff