

Pooja Subhash

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PROFESSIONAL EXPERIENCE

Data Analyst Intern	Northumbrian Water Ltd; England	June 2024 – August 2024
<ul style="list-style-type: none">Engineered real-time data processing and automation scripts using Python (Pandas, NumPy), SQL, and JavaScript to optimize reporting efficiency by 30%.Developed three interactive dashboards (HTML, CSS, JavaScript, AJAX) for data visualization and analytics.Spearheaded code reviews for 50+ software modules, identified and resolved 15 critical bugs, enhancing application performance scores by 20% and reducing system downtime by an average of 15 hours monthly.		
Software Developer	Chetu Software; Noida, India	May 2022 – August 2023
<ul style="list-style-type: none">Managed a team of 5 backend developers, and coordinated with project manager toward the successful launch of an e-commerce platform.Migrated software systems, enhancing system architecture, security features (RBAC, Two-Factor Authentication), and API integrations (Stripe, Twilio, PayPal, Adobe Sign).Executed unit/integration testing, RESTful API development in PHP (Laravel), and performance optimization for databases (MySQL, Aurora, SQL Server).		

PROJECTS

Academic Projects

Text-Based Adventure Game Developer: Created a text-based adventure game on Discord using Python and Discord.py, designing interactive narratives and game commands. Deployed and supervised the bot, ensuring scalability and high availability.

Innovating Sports Technology and Enhancing Data Security: Led the Information Security Project at PlayerData, securing mobile apps and ensuring compliance.

○ Managed a team integrating wearable tech, improving tracking accuracy by 30%. ○ Designed a Python-based risk analytics tool for data validation. Built interactive dashboard reports in Tableau and QlikSense.

PhysicianalConnect: Led the project, coordinating a team to develop a patient led system with appointment scheduling and document storage.

○ Performed 500+ patient orders, diagnosis, and insurance functionalities in Laravel, and healthcare workflow automation.

Physics based games: A projectile motion module within physics engine which enabled realistic object interactions and trajectories, and deployed as the core mechanic for 10+ levels in the game.

Personal Projects

Tic-Tac-Toe: Programmed and published a game in Java using Android Studio, featuring a responsive UI, multiplayer modes.

○ Integrated efficient game logic, win detection and MVC architecture and smooth user interactions for an optimized experience.

E-Commerce (Ongoing): Developing a full-stack e-commerce using Flutter, Firebase, and Python. Implementing secure authentication, real-time order tracking, and Stripe API for payments.

○ Implemented a user authentication system with OAuth 2.0, ensuring secure user access and data protection for the mobile application, enhancing user trust and security.

LANGUAGES AND TECHNOLOGIES

- Python (Pandas, NumPy), Java, JavaScript, PHP (Laravel), SQL, HTML, CSS, JavaScript, AJAX
- SQL Server, MySQL, Aurora, Oracle DB

EDUCATION

University of Essex	Colchester, United Kingdom	October 2023 – October 2024
Master of Science (MSc.), Adv. Computer Science; Award: 8.9/10		
Coursework: Design and Analysis of Algorithms, Operating Systems, Object-Oriented Design and Development, Database Concepts and Systems, Software Engineering, Internet Protocols, Data Intensive Computing.		
GD Goenka University	Delhi, India	August 2019 – May 2022
Bachelors in Computer Application; Award: 8.65/10		
Coursework: Focused on Object-Oriented Programming (OOP), Software Development Lifecycles, and System Architecture, with core knowledge in Database Design, Networking, and Computational Logic.		