POOJITH GAVINI

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PROFESSIONAL SUMMARY

- Senior Java Developer with extensive experience exceeding 9+ years in developing, testing, and deploying enterprise-grade Java/J2EE applications throughout the Software Development Life Cycle (SDLC).
- Expertise in Java 11 features parallel streams, lambda expressions, and static methods, ensuring efficient search functionality and concurrency management.
- Experienced in developing monolithic architectures using Spring MVC and transitioning to microservices architecture with Spring Boot and Apache Kafka for improved scalability and flexibility.
- Skilled in building RESTful APIs to facilitate seamless integration with external systems, ensuring efficient communication and data flow.
- Strong knowledge of Java/J2EE Design Patterns, ORM frameworks like Hibernate, and extensive experience in unit testing with JUnit.
- Proficient in utilizing React JS to develop interactive and rich web interfaces, leveraging component-based architecture for modular UI development.
- Strong hands-on experience in front-end technologies including HTML5, CSS3, JavaScript, Typescript, Angular, jQuery, and Bootstrap for responsive and aesthetic UI/UX design.
- Experience in using J2EE applications on different IDEs like Eclipse and NetBeans.
- Experience in MVC architecture and J2EE Design Patterns like Singleton, Session Facade, Service Locator, DAO, DTO, and Business Delegate in the development of web-based and distributed Enterprise Applications.
- Experience in Core Java Such as OOPs, Collections, Exceptions Handling, Input/output (I/O) Systems, Swing, Annotations, Multi-Threading, Lambda Expressions, and Generics.
- Experience working on Swagger Code Gen, an open source to build server stubs and client SDKs directly from a Swagger-defined RESTful API.
- Experience in developing both SOAP and REST-based web services using Jersey, spring, and CXF. Extensive experience in JSON, JAXB, JAXP, and hands-on experience creating Web Services based on the REST framework
- Experience in Amazon Web Services (Amazon EC2, Amazon S3, Amazon Simple DB, Amazon RDS, Amazon Elastic Load Balancing, Amazon SQS, AWS Identity and Access Management, AWS Cloud Watch, Amazon EBS, and Amazon Cloud Front).
- Successfully designed and developed Java Multi-Threading based collector parser and distributor process, when the requirement was to collect, parse, and distribute the data coming at a speed of thousand messages per second.
- Extensively worked on Web Application servers like Apache Tomcat and WebLogic, Jboss.
- Strong Experience in working with Databases like Oracle, MySQL, DB2, and SQL Server and NO-SQL like MongoDB.
- Experienced in leveraging Azure cloud services for application deployment, management, and scalability, ensuring high availability and reliability. Proficient in implementing Azure Service Bus for efficient messaging, Azure Kubernetes Service (AKS) for container orchestration, and Azure Blob Storage for storing data
- Pioneered the development of the GDK framework using Java and jMonkeyEngine,

- Engineered and delivered innovative slot games tailored for Class II, VLT, and CD markets using OpenGL for 2D game development, enhancing user engagement and game performance.
- Skilled in front-end development using JavaScript and Node.js, creating interactive user interfaces and custom tools to streamline game development processes.
- Designed and implemented complex database schemas using PostgreSQL, leveraging advanced indexing techniques, query optimization, and performance tuning to ensure optimal data management and scalability for gaming applications.
- Experience working with Waterfall and AGILE methodology
- Extensively worked on IDEs like Eclipse, IntelliJ and NetBeans.
- Good experience working with ANT & Maven as the build tools.
- Good Experience working with GIT, and Perforce as version control tools, Jenkins, and Dockers for (CI/CD) Continuous Integration and Continuous Deployment Processes, and JIRA as a defect tracking tool.
- Excellent communication, interpersonal, and analytical skills and a highly motivated team player with the ability to work independently.

TOOLS AND TECHNOLOGIES

- Programming languages: Java 11/8/7/6, JSP, JDBC, JMS, JSTL, Java Beans, EJB, J2EE, Python, C++,
- Frameworks: Spring MVC, Spring Boot, jMonkeyEngine, OpenGL, JavaFX, Struts, Hibernate, Spring and MVC, Bootstrap, Angular, ReactJS
- Database: Redis, Azure Blob Storage, MongoDB, MySQL, MS SQL server 2008, PL/SQL, SQL, relational database
- Web Services: HTML5, CSS3, JavaScript, jQuery, AngularJS, Node JS, React JS, Rest API & Micro Services.
- Messaging: Azure Service Bus, RabbitMQ, SOAP, Rest.
- CI/CD & DevOps: Jenkins, JIRA, Microsoft Azure, Docker, Kubernetes.
- Version Control System: Git, Perforce & SVN.
- IDE used: Visual Studio, Rider, Eclipse, NetBeans.
- Tools: SonarQube, Robo Manager, Putty, WinSCP, Postman.
- Cloud Technologies: AWS, Microsoft Azure
- Operating Systems: Windows and Linux/Unix.

WORK EXPERIENCE

- **Sr. Java Developer – AssistRx, FL** **Jan 2023 – tilldate**

  Project: IAssist - Patient Assistance Platform (PAP)

  IAssist is a Patient Assistance Platform (PAP), an advanced healthcare solution designed to streamline the prescription process ensuring patients have quick and reliable access to necessary medications. PAP integrates pharmaceutical and biotech manufacturers with patients, providers, and pharmacies. The platform's primary objective is to enhance accuracy, adherence, and access to therapy, thereby improving patient outcomes and satisfaction.

  Roles and responsibilities:

- Developed and deployed Java Spring Boot RESTful API microservices to manage and handle various aspects of the prescribing process, ensuring seamless integration and communication with external systems.
- Involved in the Design, Development, and Support phases of the Software Development Life Cycle (SDLC).
- Used the fundamentals of Java 11 like parallel streams and filters through lambda expressions to handle the searching.
- Maintained Interface compatibility and concurrency in the project using Java 11 new features like default, static methods, and Concurrency API.
- Developed monolithic architecture using the Spring MVC framework.
- Involved in writing the action classes and from beans for different modules using Spring MVC.
- Utilizing the Spring MVC framework, functional controllers and services are created to handle the application's CRUD (Create, Read, Update, Delete) operations.
- Architected and implemented a microservice-based architecture to enhance scalability, maintainability, and deployment flexibility, resulting in a 25% increase in system scalability and a 30% improvement in system maintainability.
- Identified and resolved development process inefficiencies, contributing to a 20% increase in delivery speed.
- Designed and implemented a queue-based publisher/subscriber architecture using Kafka and RabbitMQ, improving task processing efficiency by 40%.
- Developed various screens for the front end using ReactJS and used various predefined components from NPM. Has worked with Node.JS to write code on the server side and create scalable network applications.
- Closely worked with Applications using React.JS and Node.js libraries NPM, and gulp directories to generate the desired view and flux to root the URLs properly.
- Design and Development of High-Performance CPD processes by using multithreaded processes which in turn improved the performance.
- Responsible for developing a front-end application using React JS and FLUX architecture for the internal team’s productivity use.
- Utilized React.js to build single-page applications (SPAs) for faster loading times and smoother user interactions, reducing server roundtrips.
- Integrated routing functionalities using React Router for creating a multi-page experience within a single-page application.
- Managed application state efficiently using React's built-in state management and props system, ensuring data integrity and consistency
- Developed XML files and schemas and implemented parsing using both SAX and DOM parsers per project requirements.
- Worked on Java Messaging Services (JMS) for developing messaging services to enable communication between different parts of the system.
- Involved in designing and deploying a multitude of applications utilizing almost the entire AWS stack (Including EC2, Route53, S3, RDS, Dynamo DB, SNS, SQS, and IAM) focusing on high-availability, fault tolerance, and auto-scaling in AWSCloudFormation.
- Consumed SOAP and REST Web Services to retrieve the information from the back end.

- Involved in Creating MongoDB topics, partitions, and writing custom practitioner classes.
- Experience with container-based deployments using Docker, working with Docker images, Docker Hub and Docker registries, and Kubernetes.
- Used Jenkins for Continuous Integration and Deployment (CI/CD).
- Working with the JIRA tool for Quality Center bug tracking.
- Closely worked with the Kafka Admin team to set up Kafka cluster setup on the QA and Production environments. Used Spring Kafka API calls to process the messages smoothly on Kafka Cluster setup.
- Extensively used GIT as the version controlling Tool.
- Used Log4J to print logging, debugging, warning, and info on the server console.
- Led the development process, collaborating with cross-functional teams, architects, product owners, and developers.
- Implemented and managed continuous integration pipelines, ensuring code quality and reducing deployment times.
- Provided technical guidance and mentorship to junior developers, fostering a collaborative and productive team environment.

- **Java Developer – Texas Mutual Insurance, TX** **April 2021 – December 2022**

Project: Centralized credential management system (CCMS)

The Centralized Credential Management System (CCMS) is an advanced solution developed for Texas Mutual Insurance to manage and streamline the credentials of its users, including employees, partners, and clients. The system aims to centralize the storage, retrieval, and management of credentials, ensuring secure and efficient access control across various applications and services**.**

Roles and responsibilities:

- Engaged in all stages of the Software Development Life Cycle (SDLC), including requirement gathering, design, analysis, and code development.
- Utilized Java 8 features such as concurrency, Streams, Filters API, Lambda functions, and Functional interfaces to enhance code efficiency.
- Implemented Java JDK 1.8 features like Lambda expressions and functional interfaces wherever applicable to improve code readability and performance.
- Utilized the Spring MVC framework to develop the web application, ensuring clear separation of application layers.
- Experience in working on various Spring modules Like Spring MVC, IOC, DI, DAO, AOP, and Spring Boot along with Hibernate as the back-end ORM tool for implementation of persistence layer and mapping of POJOs.
- Strong experience in MVC architecture and design implementation using Servlet and JSP as well as open-source frameworks such as Struts and Spring MVC.
- Developed modules using the Spring Framework for Dependency Injection, simplifying integration with different frameworks.
- Created cloud-hosted web applications and REST APIs using Spring Boot with embedded Tomcat.

- Implemented the application as a Spring Boot App to leverage a wide range of non-functional features.
- Designed and implemented Microservices business components using Spring Boot, deployed in cloud environments.
- Developed REST APIs using Spring MVC and Spring boot, hosted all microservices on AWS, and used
- Elastic Beanstalk to set up applications and configure environments.
- Designed and developed Micro Services Architecture to divide the application into business components using Spring Boot and REST API.
- Created Restful web services using Spring MVC REST annotations & used JACKSON-based REST-JSON converters.
- Involved in creating EC2 instances, installed required configurations and applications on them, and created S3 buckets for storing large file data sets.
- Designed and developed the web application for user interaction using React JS for frontend and Node JS as a backend server.
- Developed Node.JS Readable and Writable streams to process the data from the external source of the application.
- Developed XML files and schema and parsed them by using both SAX and DOM parsers.
- Leveraged AWS cloud services such as SNS and Lambda functions.
- Used Amazon IAM to grant fine-grained access to AWS resources to users. Also managed roles and permissions of users to AWS accounts through IAM.
- Worked on writing Java API for Amazon Lambda to manage some of the AWS services.
- Utilized S3 buckets and Glacier for file storage and backup on AWS cloud.
- Used Jenkins for Continuous Integration and Deployment (CI/CD).
- Working with the JIRA tool for Quality Center bug tracking.
- Achieved high code coverage with unit testing using JUnit.
- Leveraged the use of MongoDB to store structured data.
- Engaged in code reviews and consistently adhered to best practices and coding standards to maintain high-quality software deliverables.
- Actively participated in Agile-based sprint planning, stand-ups, and retrospectives, ensuring alignment with project milestones and goals.

- **Software Engineer – Light and Wonder, Nevada** **Jan 2020 – Apr 2021**

Project: Game Development Kit (GDK) – a common framework that can be used for game development.

The Game Development Kit (GDK) project is a comprehensive framework designed to streamline the development of high-quality games across various platforms. The framework supports the creation of diverse game types, including slot games tailored for Class II, VLT, and CD markets. By focusing on efficient algorithms and meticulous fine-tuning of graphical elements, GDK significantly enhances game performance and user experience. The framework also integrates advanced messaging, database management, and development tools to provide a robust and scalable foundation for game development.

Roles and responsibilities:

- Pioneered the development of the GDK framework using Java and OpenGL, resulting in a 25% increase in game development speed and a 30% reduction in post-launch bug fixes; standardized functionalities optimized game performance and user experience.
- Engineered and delivered innovative slot games tailored for Class II, VLT, and CD markets across diverse jurisdictions, utilizing the advanced capabilities of OpenGL for 2D game development.
- Collaborated cross-functionally to comprehend requirements and devise solutions for GDK development, ensuring comprehensive understanding and effective implementation.
- Enhanced game performance and user experience by 30% by implementing efficient algorithms and meticulous fine-tuning of graphical elements within OpenGL.
- Utilized JavaScript and Node.js for front-end development to create interactive user interfaces and enhance player engagement in web-based gaming platforms.
- Developed custom tools and utilities using JavaScript and Node.js to streamline game development processes, improving team efficiency and productivity.
- Implemented RabbitMQ for efficient messaging between game components, ensuring real-time communication and event-driven architecture.
- Designed and implemented complex database schemas using PostgreSQL to efficiently manage game data, ensuring optimal performance and scalability.
- Utilized advanced indexing techniques, query optimization strategies, and PostgreSQL-specific features such as partial indexes and custom functions to enhance database performance and reduce latency.
- Conducted performance tuning and monitoring using tools like pg_stat_statements and EXPLAIN ANALYZE to identify and resolve performance bottlenecks.
- Integrated RabbitMQ with Java applications using Spring AMQP for seamless message handling and processing.
- Developed tools using JavaFX for Windows and JDK-based frameworks for Linux, ensuring cross-platform compatibility and efficient tool integration.
- Constructed mathematical simulations and evaluators to ascertain casino game Return to Player (RTP) values, ensuring compliance with regulatory standards and enhancing game fairness.
- Achieved high code coverage with unit testing using JUnit, ensuring the reliability and stability of game features.
- Developed comprehensive unit tests to validate game logic, interactions, and backend services, reducing the likelihood of regressions.
- Implemented mock objects and stubs to isolate unit tests and simulate external dependencies, improving test reliability and speed.
- Collaborated closely with QA teams to conduct extensive testing, debugging, and refinement of game functionalities, resulting in a more robust and polished gaming experience, reducing defects by nearly 75%.
- Provided technical expertise and mentorship to junior team members, fostering their professional growth and knowledge in game development.
- Performed load and stress testing to ensure the scalability and performance of game services under peak loads.

- Engaged in code reviews and consistently adhered to best practices and coding standards to maintain high-quality software deliverables.
- Actively participated in Agile-based sprint planning, stand-ups, and retrospectives, ensuring alignment with project milestones and goals.

- **Software Engineer - CLS International Bank, NY** **April 2017 – Dec 2019**

Project: BankTech

The project at CLS International Bank aimed to modernize and optimize its technology infrastructure through the implementation of a microservices architecture. This initiative sought to improve the accessibility and management of banking services and devices while enhancing overall system responsiveness and scalability.

Roles and responsibilities:

- Designed and implemented a microservices project, significantly improving device access and management.
- Developed secure and scalable RESTful API utilizing Spring Security and JWT for authentication and authorization.
- Implemented RabbitMQ for efficient asynchronous communication between microservices, improving system responsiveness.
- Integrated Spring Cloud technologies (Eureka and Zuul) for service discovery and API gateway functionalities, ensuring system stability.
- Developed a responsive and intuitive user interface using Angular, providing a seamless experience for managing credentials and devices.
- Implemented communication between the front end and microservices using RESTful API calls, ensuring real-time data exchange and system responsiveness.
- Orchestrated integration of frontend components with microservices architecture, allowing efficient data retrieval and updates without compromising performance.
- Utilized reactive programming techniques in Angular to handle asynchronous data streams effectively, enhancing user experience and interface responsiveness.
- Utilized observables and RxJS library to manage asynchronous operations and handle data synchronization between the front end and microservices.
- Implemented RabbitMQ for efficient asynchronous communication between microservices, improving system responsiveness and scalability.
- Utilized MongoDB for efficient storage and retrieval of application data, optimizing performance and scalability.
- Leveraged Azure cloud services extensively for application deployment, management, and scalability, ensuring high availability and reliability.
- Implemented Azure Service Bus for efficient messaging between application components, enabling asynchronous communication and decoupling of services.

- Achieved 85% test coverage rate through meticulous unit testing with JUnit, reducing post-release defects significantly.
- Conducted thorough code reviews and maintained coding standards, ensuring high-quality deliverables.
- Contributed to the integration of CI/CD pipelines with Jenkins, streamlining development processes and ensuring efficient software delivery.
- Utilized Azure Kubernetes Service (AKS) for container orchestration, enabling easy deployment, scaling, and management of containerized applications.
- Implemented Azure Blob Storage for storing unstructured data in the form of documents for durability and accessibility.
- Leveraged Azure Key Vault for securely storing and managing application secrets, certificates, and keys.
- Leveraged Azure API Management for managing, securing, and analyzing APIs, ensuring better control and visibility of API usage.
- Utilized Spring Data JPA for database interaction and management, ensuring data consistency and integrity.
- Implemented global exception handling and integrated logging and monitoring frameworks for system health checks.
- Documented APIs using Swagger UI to ensure clear communication between teams and stakeholders.
- Played an integral role in collaborating with the DevOps team to containerize applications using Docker and proficiently implemented container orchestration with Kubernetes, leading to standardized and reliable application deployments across environments.

▪ **Associate Software Engineer – Rivigo – Pune** **July 2015 – April 2017**

Project: ExpressLogix

The ExpressLogix project focuses on transforming express logistics services throughout India. The main goal is to enhance goods mobility and reduce logistics costs by delivering to different pin codes nationwide.

Roles and responsibilities:

- Worked on enhancing the existing product features to be more efficient.
- Created and implemented DDL and DML scripts.
- Designed Java classes to map the newly created database configurations.
- Integrated Spring- Hibernate frameworks for ORM functionality in the spring framework.
- Used Java/J2EE Design Patterns such as DAO pattern, MVC pattern, Session Facade, and singleton in the project extensively, which facilitates the clean distribution of roles and responsibilities across various layers of processing.
- Performed Module and Unit Level Testing with JUnit and Log4j.
- UML diagrams like use cases, class diagrams, interaction diagrams (sequence and collaboration), and activity
- diagrams were used.
- Implemented Hash table and hash set for inserting and retrieving values.
- Involved in configuring JDBC connection pooling to access the database server.
- Implemented enterprise applications using XML schema

- Worked on solving production incidents and fixing bugs.
- Extensively used jQuery, JSON, AJAX, and DOM scripting to create interactive web applications like message posting and autocomplete validation forms.
- Wrote SQL queries, and stored procedures, to perform back-end database operations.
- Used Maven as a building management tool.

EDUCATION

- Saint Louis University, St. Louis, MO — January 2023 - May 2024
  - Master of Science in Computer Science
- Gayatri Vidya Parishad College of Engineering, Visakhapatnam, AP, India — 2013 – 2016
  - Bachelor of Technology in Electronics and Communication Engineering