**RAMANDEEP PUNIA**

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**EDUCATION**

**Degree Institution Graduation Date GPA** Bachelor of Technology, Computer YMCAIE, Faridabad, India Aug 2008 – May 2012 72.91% Science

# WORK EXPERIENCE

## 8.2 years of experience in Gaming, Telecom and Transportation domains.

## Worked on EGMs, CPS, GSM –BTS, IMS stack, HMI.

Knowledge of SCTP, IUA, LLC, SIP protocols.

**Aristocrat Technologies**, Gurugram, India Jan 2019– Present

# Senior Engineer II

## Working on game development for casino EGMs.

**Aricent Technologies Pvt Ltd**, Bangalore, India June 2017– Jan 2019

# Senior Software Engineer

## Worked as UTA team developer for cellular protocol stack team.

**Bombardier Transportation**, Vadodara, India June 2016 – June 2017

# Software Engineer

## Worked on visualization application for HMI devices.

**Aricent Technologies Pvt Ltd**, Gurgaon, India Feb 2013 – May 2016

# Software Engineer

## Worked on GSM hardware projects. Participated as an active member in development of telecom, TRX operation and management and platform modules. Also participated in design and development of B2BUA module for ODU hardware.

**TECHNICAL SKILLS**

**Languages:** C, C++

**Operating Systems:** Unix/Linux, Windows

**Software/ Tools:** Visual Studio,QT, Clear Case, GDB, Valgrind, Source Insight, HIT (MML),

## Code Composer Studio (v4.2, v5.1), Wireshark (Network Protocol Analyzer), Quality center, Cygwin and svn, Xcode, gTest framework, JIRA

**Hardware/Platforms**: XMM7560, XMM7660, TI6616, TI6670, HMI, EGMs

# PROJECTS

**BLS || C++, Visual Studio** Jan 2019 – Present **Aristocrat Technologies**

Biggest Little Studio is one of the largest studios of Aristocrat. As a team we develop faithful copies, clones as well as new games for various class II and class III casino markets. Engineers, Mathematicians, technical artist work together to provide a memorable gaming experience.

Role: I am involved as an engineer and an individual contributor for the BLS studio.

Responsibilities: Development of different types of casino games.

**Cellular Protocol Stack || C, Linux** June 2017 – Jan 2019 **Aricent Technologies**

Universal Telecommunication API Cellular Protocol Stack (UTA-CPS) project is related to provide the interface to Phone client application. It perform the various cellular functionality like phone book access, call establishment, handover etc with the help of underline Protocol stack entities.

Role: I involved in the Maintenance and support of one of internal modules related to event management.

Responsibilities: Debug, Maintain and Code the new features as assigned to me.

**GEN Rel 3 || C++, HMI, QT, Linux,** June 2016 – June 2017 **Bombardier Transportation**

This Project includes development of TCMS software modules to meet ERA 3.4 standard.

Role: I was involved in development of HMI application, which interacts with ATP front-end gateway. My work was to develop and test the HMI screens as per ERA standard.

Responsibilities: Design, code, requirement gathering, and unit testing of the module assigned.

**CPE (customer premises equipment) || C, C++, SIP, IMS, Linux,** Nov 2015 – May 2016 **Aricent Technologies**

It was a partnership project between Aricent and Nokia. Aricent mainly developed IDU and ODU (outdoor Unit) parts.

Role: I was involved in VoLTE part of ODU team. My work was to develop the B2BUA module for VoLTE team.

Responsibilities: Design, code, unit testing of the B2BUA module.

**GF/GFC 1.0 BTS || C, LLC, SCTP, Linux, Windows,** May 2014 – October 2015 **Aricent Technologies**

GF 1.0 is a NSN BTS, which works on 2G framework. This was a new hardware introduced in BTS family.

Role: I was involved in the feature development and bug fixing as requested by the customer.

Responsibilities: code development, analyzing code flow, testing & bug fixing of O&M module of GF BTS.

**BTS M&S EX || C, Linux, Windows,** May 2013 – April 2014 **Aricent Technologies**

This Project includes two types of hardwares namely Epsilon and Medusa. Both functions on 2G framework and architecture.

Role: I was involved in maintenance work for NSN BTS software. I have to code the new features and solve the bugs in existing code.

Responsibilities: Coding, analyzing, unit testing and integration testing, bug fixing.

# CERTIFICATION

# IREB Certified Professional for Requirement Engineering.