



Pushpinder Singh

Software Developer

Experienced Java Full Stack Developer with 3+ years at industry leaders like ITC Infotech and Sopra Steria. Quick learner and problem solver, blending technical proficiency in Java, Angular, Spring, Rest API, and Data Structures. Passionate about usability, I leverage skills to craft visually compelling applications.

Contact

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Development

Back End

Core Java Sprint Boot REST API

Front End

Angular Javascript HTML5

CSS3 Bootstrap

ToolBox & Databases

Git Junit Karma Mockito

Apache Linux MySQL MongoDB

Neo4J Docker

Professional Experience

Sopra Steria, Bangalore

Senior Software Engineer
(Aug 2022 - present)

SYNDEO Project (AIRBUS Client):

- Developed crucial features including data exportability and super admin rights for the application.
- Implemented functionalities such as sharing files via FTS+ (SFTP-based transfer) and role management for user access rights.
- Contributed to the application's versatility by enabling all Windows operations through a browser interface.
- Incident management under the Service Now portal, and an e-learning dashboard.
- Led server deployment of WAR files, conducted code reviews and created comprehensive unit test cases.
- Collaborated with team members to optimize legacy code, fix SonarQube reports.
- Wrote software documentation (SD) and assisted in creating the Application Requirement Document.
- Seamlessly adopted the SAFE (Scrum Agile Framework) methodology, ensuring efficient collaboration and project delivery.

Recognition and Awards:

- Received consistent managerial appreciation across two manager changes.
- Awarded the Pinnacle Award twice for outstanding individual achievements.
- Earned a SPOT Award for resolving a critical production error, showcasing problem-solving skills.

Education

Bachelor of Technology in Computer Science

SRM University

(2013-2017)

- Participant in SRMNMUN'16
- Student Volunteer in RUBAROO
- Member of Gift a Smile Foundation, N.G.O.

Certification

Stackroute (NIIT), Bangalore

Maverick Game Based Learning Engine
(2018)

Designing a Game-Based learning platform, using a micro service based architecture. The product had three basic game modes that is, Single Player, Multi Player and an adaptive game mode.

- Contributed to development of projects where we had user profile service.
- Designed the UI/UX for the application with full responsive design.
- Debugged problems in front end including issues with multi-browser responsiveness.
- Hands on experience on Agile Methodologies.
- Writing test cases for both the server and client-side services.

Oodles Technologies, Gurugram

Senior Angular Developer

(Jul 2021 - Aug 2022)

Oodles Dashboard

- Spearheaded the integration of new features related to applicant resourcing and the interview process.
- Played a pivotal role in enhancing the overall functionality and user experience of the application.
- leading the development of the WBS Module, implementing a systematic approach to project allocation across teams.
- Successfully addressed the project's complexity by designing and implementing 27 different distinct views for the same page, dynamically adjusting single page looks based on data and cost estimations.
- Contributed to the improvement of project management processes.

Recognition and Awards:

- Earned the opportunity to assume a leadership position following the successful implementation of the WBS module, showcasing proficiency in project management, strategic planning, and effective team collaboration.

ITC Infotech, Bangalore

Java Developer

(Dec 2017 - Jan 2019)

Factory Command & Control Center (FCCC)

FCCC, is a successful attempt at combining analytics and human intervention by getting raw data from IOT device and converting it into formats that are intelligible.

- Handling Login and Dashboard UI design of Product.
- Converting the JSON data from machines into tabular forms and certain pie charts including jscharts and amcharts.
- Displaying dynamic data from a rest API on earthjs.
- creating new UI designs during the project's initial phase when a dedicated UI designer was unavailable.