

# RAHUL BAGUL

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## Education

### Purdue University

*Master of Science in Computer Science*

**Aug 2021 – May 2025**

*Fort Wayne, Indiana*

### Sinhgad College of Engineering (Pune University)

*Bachelor of Engineering in Information Technology (8.55/10)*

**Aug 2017 – May 2021**

*Pune, India*

## Relevant Coursework

- Data Structures
- Operating System
- Database Management
- Computer Architecture
- Object Oriented Programming
- Computer Networks
- UX Experience Design and Ethics

## Technical Skills

**Languages:** C++ Python, Java, C, HTML/CSS, JavaScript, SQL, Apex, C#, Shell Scripting

**Technologies:** Salesforce CRM, Unity 3D Game Engine, AWS, Snowflake Cloud, MySQL

**Other Skills:** VS Code, Git, Linux, UNIX, IntelliJ, Adobe Premiere Pro

## Experience

### Snowflake

*Software Developer - Salesforce*

**June 2021 – July 2023**

*Pune, India*

- Collaborated with cross-functional teams, including business analysts, to gather and refine requirements, translating them into detailed technical specifications for development by following Agile sprint cycles.
- Proficient in Salesforce standard code ethics and expertly implemented Synchronous and Asynchronous methods, such as Queueable jobs, Batch classes, Scheduled Jobs, and Future Methods, while ensuring robust API development and adhering to Salesforce security methods for Apex classes. This proficiency was underpinned by a deep understanding of technical architecture and risk management, ensuring the integrity of the project.
- Ability to function independently is demonstrated through the swift engineering of solutions for complex problems. This self-sufficiency is accompanied by a strong problem-solving aptitude and an impressive tolerance for ambiguity, facilitating the adept handling of challenges with agility and precision.
- Actively participated in Scrum meetings, contributed to the development process, and provided production support as needed, including debugging and troubleshooting. Teamwork and project management skills were key in maintaining a smooth development process and resolving issues effectively.
- Developed and implemented a consumption projection system in Salesforce, resulting in a 20% increase in accurate sales forecasts and a 15% reduction in revenue loss due to inaccurate projections. Increased user adoption by 25% through intuitive dashboards and user-friendly interfaces, demonstrating leadership in the project's success.
- Automated case routing based on case type, reducing manual intervention by 80% and improving response times by 30%. Achieved a 15% decrease in resolution time and a 20% improvement in customer satisfaction scores by ensuring cases were routed to the most appropriate teams.
- Maintained comprehensive documentation for all development processes, including design decisions, code changes, and deployment procedures, ensuring transparency and traceability throughout the project lifecycle. This meticulous approach ensured thorough risk management and adherence to best practices.
- Integrated CI/CD tools like Flosun and Git to streamline the deployment process and improve code quality.

### Snowflake

*Software Engineer Intern*

**Jan 2021 – June 2021**

*Pune, India*

- Worked on a project to merge two duplicate opportunities in Salesforce, built whole Lightning UI using LWC with field selection for master and duplicate opportunity, and then used logic to transfer related child objects of duplicate opportunities using apex classes.
- Collaborated with a team of three to successfully complete a 4-month project.
- Delivered business benefits by addressing data redundancy and enhancing forecasting accuracy.
- The project's positive impact extended to quarterly results, resulting in more accurate outcomes.
- Actively participated in immersive soft skills training sessions, honing presentation expertise and elevating delivery quality; confidently delivered project presentations to diverse teams, captivating audiences of 50+ stakeholders.

## Projects

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### Faculty Information Management System | *Java, SQL, JavaFX, IntelliJ*

Feb 2021

- Designed for three user roles: Faculty, Department administrators, and College administrators, Implemented as a server-client system for use over the college network.
- **Integration:** Collaborated with team members to ensure seamless integration of all project components, fostering smooth data flow and functionality.
- **Database Management:** Skillfully crafted and executed MySQL queries using JDBC, effectively managing the database that underpins the system's data storage and retrieval.
- **User Interface (UI) Development:** Utilized JavaFX and Java to create an intuitive and user-friendly interface, enabling efficient interaction with the system for all user types.

### First Person Perspective Game (Unity 3D) | *C#, Unity 3D Game*

- Developed a basic yet functional first-person perspective game.
- Gained in-depth knowledge of game mechanics and the interconnectedness of game objects.
- Strengthened understanding of the fundamental principles underlying game development.

### Home Automation System with Arduino and Android Application | *C++, Java (Android), Google Firebase Cloud*

- I developed an Android application that serves as the control interface for the home automation system. The app was designed to provide a user-friendly interface, allowing users to remotely manage and monitor their home devices in real-time.
- To ensure seamless communication between the Android app and the Arduino-based home automation system, I incorporated Google Firebase as the real-time cloud backend. This enabled users to control their devices from anywhere with an internet connection, enhancing convenience and accessibility.
- Real-time communication capabilities, ensuring responsive and efficient device control.

## Certificates

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- Certified Salesforce Developer (Platform Developer - I)
- Internet of things Workshop and Project
- Snowflake Hands On Essentials - Data Warehouse Training