

# Rahul Bagul

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## EDUCATION

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### Master of Science in Computer Science

Aug 2023 – May 2025 | Fort Wayne, USA

Purdue University

- Relevant Coursework: Operating System, UX Experience Design and Ethics, Database Design, Crypto and Network Security, Software Project Management

### Bachelor of Engineering in Information Technology

Aug 2017 – Jun 2021 | India

Sinhgad College of Engineering (Pune University)

- Relevant Coursework: Computer Organization and Architecture, Object-Oriented Programming, Computer Networks, Database Design, Data Structures and Files.

## TECHNICAL SKILLS

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- Languages : C++, Java, Python, Apex, SQL, C#, HTML, CSS, Shell Scripting
- Technologies : Salesforce CRM, Unity 3D Game Engine, AWS, Snowflake Cloud, Streamlit
- Other Skills: VS Code, Git, Linux, IntelliJ, Adobe Premiere Pro

## WORK EXPERIENCE

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### Software Developer - Salesforce

Jun 2021 – Jul 2023 | Pune, India

Snowflake

- Spearheaded critical projects in Salesforce Forecasting, Opportunity Splits, Territory Management, Case Routing, and integrated Salesforce with Snowflake Cloud.
- Implemented Synchronous and Asynchronous methods, including Queueable jobs, Batch classes, Scheduled Jobs, and Future Methods, focusing on robust API development.
- Enhanced team efficiency by adopting pair programming and operating in an Agile Scrum environment.
- Showcased teamwork and project management skills, essential for smooth development and issue resolution.
- Designed and executed a consumption projection system in Salesforce, increasing by 20% accurate sales forecasts.
- Integrated CI/CD tools such as Flosum and Git to streamline the deployment process and enhance code quality.
- Executed Salesforce API integrations with key external systems (ERP, CRM, marketing tools) using REST and SOAP, streamlining data flow and improving cross-functional system performance.

### Software Engineer Intern

Jan 2021 – Jun 2021 | Pune, India

Snowflake

- Developed a project to merge two duplicate opportunities in Salesforce, incorporating an entire Lightning UI using LWC.
- Documented development processes, encompassing design choices, code updates, and deployment procedures.
- Participated in soft skills training sessions, sharpening presentation skills and improving delivery quality.
- Presented project updates to diverse teams, engaging and captivating audiences of over 50 stakeholders.

## PROJECTS

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### Streamlit + Salesforce + GPT

Developed a user-friendly data science application which integrates Salesforce data with Streamlit dashboards and OpenAI's GPT, enabling analysis and visualization of Salesforce permission sets. The project features real-time data and chatbot assistance for permission and profile management.

### First Person Perspective Game (Unity 3D)

Undertook creation of a basic first-person perspective game using C# and Unity 3D. The project enhanced understanding of game mechanics, object interconnections, and fundamental game development principles.

### Faculty Information Management System

Oct 2020 – Feb 2021

Designed and implemented a server-client system tailored for faculty, department, and college administrators within a college network. The project involved team collaboration for integration, database management using MySQL and JDBC, and user interface development with JavaFX and Java, ensuring an efficient and user-friendly experience for all users.

## CERTIFICATES

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