(+91) 6301921161 Hyderabad, Telangana rahulravuri057@gmail.com linkedin.com/in/rahul-ravuri-97aa19142 https://rahulravuri.github.io/Portfolio

# Rahul Ravuri

## BackEnd Developer

A Backend Developer focused on building robust server-side architectures, implementing scalable application functionalities, optimizing database solutions, and ensuring seamless performance and reliability in modern applications.

#### **SKILLS**

#### **Web Development**

- SpringBoot, Spring Security, Junit, RestAPI, JWT, JPA, OAUTH2.0
- ReactJS
- · Kafka, AWS Lambda

## Database

- Oracle, Microsoft SQL Server, MySQL
- Redis, Mongo DB

#### **EDUCATION**

#### **Bachelor of Technology**

Aug 2015 - Jun 2019

In *Electronics and Communication Engineering* from Malla Reddy College Of Engineering and Technology, Hyderabad

#### Devops

Coding

· Git, Docker, AWS CICD, Jenkins

#### CERTIFICATIONS

Docker And Kubernetes Udemy
SpringBoot JPA Udemy
Automation Engineer Practitioner Capgemini
Mar 2020

Data Structures and Algorithms: Arrays, Linked Lists, Trees,

Graphs, Tries, Dynamic Programming, Greedy Algorithms

Launguages: Java, React JS, Python, SQL, PLSQL

#### **WORK EXPERIENCE**

#### Cognizant | Software Engineer Associate

Jan 2024 - present

- Enhanced and modified existing backend systems to meet evolving business requirements.
- Collaborated on optimizing database structures for improved performance.
- Involved in modifying ReactJS components to improve functionality and performance.

#### TCS | Business Process Lead

Jan 2022 - Dec 2023

- · Designed and implemented RESTful APIs to integrate the new application with third-party services, ensuring smooth data handling.
- Developed backend solutions using AWS services (S3, Lambda) for seamless data transfer and synchronization across platforms.
- Led the migration from legacy systems to a new application, modifying database tables to support the new architecture.

### Capgemini Technology Services India Limited | Software Engineer

Jun 2019 - Nov 2021

- Managed the automation framework for various business processes, improving efficiency and reducing manual intervention.
- Developed, tested, and deployed PLSQL stored procedures for data processing, ensuring seamless integration with application systems.

#### **PROJECTS**

#### Data Architecture Revamp (Professional Project)

Mar 2022

- Revamped legacy database tables and restructured the backend to support migration from a deprecated data source to a new application, ensuring seamless data flow and improved scalability.
- Developed a new API to provide clean, structured data, enabling other teams to transition smoothly and address increasing data requests efficiently.
- Redesigned the architecture to incorporate data filtering and correction, improving overall data accuracy. As a result, other teams' extra workload was reduced by 40%, enhancing operational efficiency.

## Servicenow Automation (Professional Project)

Jun 2020

- Developed an automated ticket assignment system using Selenium to allocate ServiceNow tickets to teams based on predefined rules.
- Replaced the manual process of ticket assignment, which required users to log in every 15 minutes, with a fully automated system running every 10 minutes.
- Achieved a significant 80% improvement in efficiency by eliminating manual intervention and ensuring timely ticket allocation.

## BookMyshow-Like Application(Personal Project)

Jan 2025

- Designed and implemented a comprehensive backend system for user authentication, including secure token-based login and authorization, ensuring a seamless and secure user experience for booking and payments.
- Built the core service for managing movie data, including movie listings, details, and showtimes, and integrated it with the booking service to handle user reservations and completion of transactions efficiently.

## ChessGame (Personal Project )

Dec 2024

- Developed a two-player chess game application that allows users to play in real-time, incorporating features such as move validation and tracking.
- · Implemented an alert system to notify players when their king is in check, ensuring better game awareness and smooth gameplay.