Alan Tom Thomas

mail: bing619.at@gmail.com | github: https://github.com/raphhawk | phone: +91 934-048-5257

Skills

Node.js | Express.js | Golang | Docker | Kubernetes | YML | Postgres | Oracle | MongoDB | Github | Bash Shell Scripting | Google Cloud Platforms | Html | Css | Bootstrap | Javascript | Linux | Backend | Microservices | Python | C/C++ | Snowflake | Databricks | Game Development | Rust | GDScript

Experience

Tata Consultancy Service
Indore, India   2021 - 2022
Assistant Systems Engineer

- Managed and deployed different automation pipelines in *CA Workload Automation* for communication of over 60 vendors
- Created *ETL* mappings for onprem to cloud migration on a hybrid cloud architecture project in *Informatica* and *Oracle*. Wrote scripts for underlying process in automation for Electronic Data Interchange (*EDI*) transactions like invoices and purchase orders between vendors and business team
- [*Learned*] *Golang, Node.js, Google Cloud Platforms, Snowflakes* and *Databricks*.

Projects

Amzaon-Containers
2022
Blog Posting Services

- Created a backend api in Node.js, Express.js and built a custom Docker image from it.
- Attached MongoDb Docker image to the Node app for CRUD implementation of blog posts. Created Application Services with Docker-Compose.
- Added Express-Sessions and Redis for session-management and user authentication with Docker-Compose. Created dedicated Docker-Compose implementations for DEV/PROD environment deployment.

Reservations
2022
Room Booking Service

- Created a responsive website with multiple pages using *Html, Css, Javascript, Bootstrap*. Used *Golang's* middlewares for routing (*chi*), session management (*scs*), cross site request forgery protection (*nosurf*).
- Used *Go* templating with html and rendered them to routes. Created custom *Go* packages for routing, middlewares, data models and rendering templates. Used test driven approach (TDD) for a fail safe outcome. Added a database for persistence (*Postgres*), Created a mailing and authentication system,Improved error handling.

Vicious
2020
2D Platformer Game

- Developed dynamic collision detection logic in *GDScript*. Defined entities, environments, and relations in *Godot*.
- Used normal maps for 3D lighting effects on a 2D environment. Designed sprite sheets and levels in *Krita*. Ported and Published the game on itch.io for *Windows* and *Linux*.

Education

Bachelor of Engineering
Rajiv Gandhi Technical University
Information Technology
Gwalior, India   2016 - 2020

Others

Languages
English (intermediate)
Hindi (intermediate)
Malayalam (intermediate)

Hobbies
Comics
Music
Travelling