Rohan Kankapurkar

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Education

Masters in Computer Software Engineering at San Jose State University, San Jose, California	2016-2018
Bachelor of Computer Engineering at University of Mumbai, India	2011-2014

Skills

Programming Languages: Java, Python(Beginner)   **Web Technologies:** Node.JS, Angular.JS, JavaScript, PHP
Libraries and Frameworks: Express, Rabbit-MQ, Passport, Bootstrap   **Databases:** MS SQL, MongoDB, MySQL, Oracle 10g, DB2
Testing: J-Unit, Mocha, chai, J-meter   **Collaboration:** GitHub, Waffle-IO, Scrum, Kanban

Work Experience

Company: Atos   **(21 months) Oct 2014- June 2016**

- Network Fault Management using IBM Tivoli Netcool (Omnibus/Impact).
- Development of Front End Design using JavaScript, HTML5.
- Developed Unix scripts for monitoring the system logs and the database.
- Wrote Triggers and Procedures to control the flow of fault alarms.
- Configured and installed probes(Component which collects fault alarms from Networking Elements). Handled the migration of NetAct probe from NA5.5 to NA15
- Implemented alarm flood detection mechanism in probes.

Academic Projects

Enterprise Distributed System: Prototype of EBay: **Aug 2016**

- **Technology stack:** NodeJS, AngularJS, MySQL, MongoDB, Express, Rabbit-MQ, Mocha, JMeter, Bootstrap
- Implemented connection pooling for improving the performance of the system by eliminating the connection creation time.
- Wrote a web app for online retailing and auction of the products with message queues.

Data Analytics and Spark: **Aug-16-present**

- **Technology Stack:** Pandas, Spark, IBM Bluemix.
- Developed ML models for answering farmer's questions based on the soil health data provided by United States Department of Agriculture

Enterprise Distributed System: Prototype of Airbnb: **Sep-16-present**

- **Technology stack:** NodeJS, AngularJS, MySQL, MongoDB, Express, Rabbit-MQ, Mocha, JMeter.
- Designed a peer-to-peer online marketplace and homestay network that can enable users to list or rent short-term lodging in residential properties .

2D Game using Software Design Patterns and following Agile Methodology: **Aug 2016**

- **Technology Stack:** Greenfoot API, Java, Docker
- Designed 2D war game in Greenfoot with the implementation of different Design Patterns & developed following Agile methodology with Kanban and Scrum.

RFID based Toll Collection System: **Jan -14 – June-14**

- **Technology Stack**: MySQL, PHP, Perl, Apache Server, Arduino Programming, RFID scanner and tags.
- Implemented the toll collection system using RFID.

Research Papers

- Published a comparative study of RFID, QR-Code and Barcode in in (IJCTA) International Journal of Computer Technology and Applications, Volume 4 Issue 5, Sep-Oct 2013.
- Published a research paper RFID Based Toll Collection System in the International Journal of Computer Science and Information Technologies (IJCSIT) – Volume 5 Issue 2- 2014.