

Rinu Rahim

Software Engineer

IT professional with 2+ years of experience in IT Industry. Good experience in various stages of Software Development Life Cycle (SDLC) from analysis, design, development, testing, deployment, maintenance and production support with timely delivery. Having strong experience in in RDBMS and MySQL databases. Experience in using version control systems. Equipped with a diverse and promising skill set. Highly skilled in front end technologies and framework. Having experience working in an Agile environment. Hardworking and passionate with strong organizational skills to help team achieve company goals.



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Al-Rigga, UAE

SKILLS

Python

HTML

CSS

JavaScript

React

MySQL

Relational Database

Object Oriented
Programming

Data Structures and
algorithms

Wordpress

LANGUAGES

English

Full Professional Proficiency

Hindi

Professional Working Proficiency

INTERESTS

Travelling

Reading

WORK EXPERIENCE

Database Developer Tata Consultancy Services

11/2020 - 01/2023

India

Achievements/Tasks

- Worked as database developer to design and develop robust solutions to meet client requirements for functionality, scalability and performance.
- Designed and implemented stored procedures, views and other application database code objects.
- Maintained SQL scripts indexes and complex queries for analysis and extraction.
- Performed quality testing and assurance for SQL servers.
- Worked with stakeholders, developers and production teams across units to identify business needs and solution options.
- Assessed customer needs and goals through communication and system evaluations to modify existing databases for personalized customization.
- Coordinated efficient large-scale software deployments.

PERSONAL PROJECTS

Playlist App

- Created a playlist app which receives a user search input, then fetches and displays the results using Spotify API. The user can then create playlists and save the songs to it.
- Technology/Tools Used: HTML, CSS, JavaScript, React.

Enhancing Pac-man game using MCTS.

- Worked in a four person team to enhance classic game Pac-man. The project presents the game Pac-man in a way that ghosts in the game are controlled using MCTS algorithm.
- Technology/Tools used: Python

EDUCATION

Bachelor of Technology Federal Institute of Science and Technology

03/2016 - 03/2020

Kerala

Courses

- Computer Science and Engineering

PERSONAL SKILLS

Problem Solving

Time Management

Communication

Design Sense

Team Work