Rutuja Patel

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EDUCATION

Master of Science in Software Engineering
August 2016-May 2018
Arizona State University, Tempe, AZ

Bachelor of Technology in Information Technology
August 2012-May 2016
Dharmsinh Desai University, India

TECHNICAL SKILLS

Programming Languages: C++, Python, JavaScript, TypeScript, HTML, Java
Database: MSSQL**,** MongoDB**,** Oracle, MySQL, PL/SQL, SQLite
Frameworks Used: Node, React, CSS, Apollo GraphQL, REST, SOAP, JSON, Material UI, Android, Angular4
Software Used: Visual Studio, Visual Studio Code, Figma**,** Android Studio, Xcode, PyCharm, WebStorm, Git

WORK EXPERIENCE

T-Mobile | Atlanta, GA
May 2020 – April 2025
Software Engineer

- Designed and developed scalable web applications using **React, Typescript, HTML5, and CSS** along with external libraries like **Material UI** and **Recharts** to build graphs.
- Implemented **microfrontend architecture** using **Module Federation** to enable modular, maintainable, and independent deployments.
- Built robust backend services with **Node.js**, **TypeScript**, and **Apollo GraphQL**, ensuring efficient data flow and API performance.
- Worked with **Microsoft SQL Server (MSSQL)** to design, query, and optimize databases, extracting and transforming data using **ETL pipelines** in **Azure Data Factory (ADF)** to support analytics and application features.
- **Containerized applications using Docker** and managed **Kubernetes clusters** with **Helm** and **Istio** for efficient, scalable, and reliable deployments across environments.
- Collaborated with cross-functional teams to gather requirements, translating user needs into intuitive **UI/UX** designs using **Figma**.
- Led a team of developers in designing and delivering core microapp features, ensuring high code quality and adherence to best practices.
- Mentored interns and junior developers, providing technical guidance, conducting code reviews, and fostering skill development within the team.
- Integrated **CI/CD pipelines** for automated testing, deployment, and version control using **Git**, improving development efficiency and release reliability.
- Optimized application performance and user experience through code refactoring, responsive design, and accessibility standards compliance.

Environmental Systems Research Institute (ESRI) | Redlands, CA
June 2018 - September 2019
Software Development Engineer

- Implemented new components using modern **C++** and **Python** to expose **Python API** to perform Network Analysis in ESRI's ArcGIS Pro and Enterprise (Server-side development).
- Accomplished high priority developer tasks using Scrum development process and participated in design meetings to architect and expose new capabilities of software.
- Fixed bugs reported by tech support and users and improve C++ codebase to enhance performance and scalability.
- Implemented new features in backend using **REST**, **SOAP** and **JSON** frameworks in C++.

Environmental Systems Research Institute (ESRI) | Redlands, CA
May 2017 - August 2017
Software Engineering Intern

- Developed Geoprocessing Tool using **C++ 11 and Python** for the ESRI's ArcGIS Pro software.
- Worked as a developer with internal products teams focused on COTS development for Professional Services Solution products.
- Fixed bugs, optimized the code and documented the software for ESRI's latest ArcGIS Pro Release.
- Participated in **Scrum** development process as an active, cross-trained team member.

Physical Research Laboratory (PRL) | India
January 2016 - April 2016
Software Engineering Intern

- Designed and developed a software for an Instrument Control System to interact with the users efficiently.
- Configured the micro-controller to operate the telescope and established synchronization between hardware & software.
- Integrated console and graphical user interfaces to Dynamic Linked Libraries using Visual Studio and programmed commands given by user to operate the telescope using **C/C++, Visual Basic and Arduino C**.