

RUTUJA ZENDE

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Education

Stony Brook State University

Master of Science in Computer Engineering, GPA: 3.8/4.0

Aug 2022 – Dec 2023

Stony Brook, NY

Savitribai Phule Pune University

Bachelor of Engineering in Electronics and Telecommunication, GPA: 8.28/10

Aug 2017 – Jun 2020

Pune, India

Technical Skills

Languages & Technologies: Java, Python, Javascript, C++, C#, Typescript AWS, Azure, Google Cloud, Spark, Hadoop, Docker, Kubernetes, CI/CD, Linux, Object Oriented Programming, Tensorflow, Figma, Git, Bitbucket, Jira.

Web Development: Angular v9, React, AngularJS, Node.js, HTML5, CSS3, jQuery, REST, Bootstrap.

Experience

Software Engineer

Aug 2020 – Jul 2022

TATA Consultancy Services

Pune, India

- Designed and implemented real-time web applications using Angular10, AngularJS and RESTful API driven micro services in the Financial Services domain for The Vanguard Group.
- Legacy Change: Updated the International Product Information Center with Angular v10 from Angular 1x, resulting in an application performance improvement of up to 80% and better investor experience for international websites (USA, UK, Canada, Italy, and Australia).
- Registration Portal: Developed a responsive registration form for investors using Figma designs and increased application uptime by 60% by implementing a Splunk dashboard for monitoring and troubleshooting.
- Improved development efficiency by 30% by using Storybook and Nx for component-driven development.
- Wrote comprehensive unit tests for Angular components using Cypress and Jest, improving code coverage by 90%.

Software Engineer Intern

Jun 2019 – Aug 2019

Zensar Technologies

Pune, India

- Designed and developed automation scripts using Selenium WebDriver to automate functional testing of web applications.
- Developed automated test scripts using Python to test APIs and web services.
- Reduced testing time by 50% by designing and developing automation scripts for different levels of testing (System, Performance, Integration, and Regression).

Projects

Chat Web Application - React.js, Firebase.

- Developed and designed a real-time chat webapp for mobile and desktops supporting user message history, notifications, profile management and secure authentication system with Firebase NoSQL database and responsive ReactJS.

Object Detection Using Convolutional Neural Networks - Computer Vision, Python, OpenCV.

- Implemented CNN architecture with a combination of convolution, batch normalisation and max pooling layers using Python, OpenCV. Achieving an accuracy of 95% in classifying images.

Rise Of The Undead 3D Game - Unity, C#, Virtual Reality.

- Created game mechanics where player must scavenge for resources, craft weapons, and fend off zombie attacks.
- Developed realistic zombie AI and environmental effects, such as day-night cycle, to create an immersive experience.

Pick to Light System for Mascot Selection - Microcontroller, Sensors.

- Designed a full-proof system that enabled the operator to select the apt mascot (i.e. Protrusions in car body like logo/model) to avoid the wrong fitment, ultimately diminishing the rework time.
- The concept of Pick-to-light system is a visual indication mechanism that guides the operator to pick the suitable Mascot for the car model standing at the workstation via a colored LED Light.

AWARDS & LEADERSHIP

- Received the "On the spot Award" at TCS in recognition of delivering results with minimal resources and being one of the best performers (2020).
- General Sports Secretary at SPPU(2019-2020), organized various sports events.