Sahil Sood

Charlotte, NC | linkedin.com/in/sahilsood28 | https://github.com/sahilsood

(571)-494-0580 | sahil28sood@gmail.com | https://sahilsood.xyz

EDUCATION

• University of North Carolina at Charlotte, NC
Master of Science in Computer Science with GPA 3.7

Aug'18 - May'20

• Chandigarh Engineering College at Mohali, India Bachelor of Technology in Computer Science with GPA 3.67 Aug'11 - Jul'15

PROFESSIONAL EXPERIENCE

Software Engineer at Truist Financials, Atlanta, GA

Jul'20 - Present

- Developed UI and business logic for various online mobile banking features of the Truist application for android phones and tablets using Kotlin programming, MVVM architecture and Agile SDLC standards.
- Developed and integrated application code to meet the design specifications and user experience considerations for feature enhancements and improved banking experience.
- Executed end-to-end Unit test suits for all the components and features following the Test-Driven Development approach.
- Responsible for code reviews and approvals adhering to the continues integration and delivery (CI/CD) practices.
- Integrated 3rd party libraries such as Qualtrics SDK for capturing client feedback, Google Maps APIs for location-based services, Adobe experience for analytics and tagging.
- Handled critical production releases and enhancements for the existing SunTrust business mobile application.

Graduate Teaching Assistant at University of North Carolina, Charlotte, NC

Aug'19 - May'20

- Teaching Assistant for the course ITSC 3155 Introduction to Software Engineering.
- Facilitated cognitive and effective learning and delivered key lectures on Agile Methodologies.
- Responsible for tutoring and mentoring, creating in-class activities and programming assignments for 120+ Students.

Programmer Analyst at Cognizant Technology Solutions, Kolkata, WB

Jan'16 - Jul'17

- Designed and implemented an Order capturing framework for Arcadia Group's e-commerce channel that captures and creates
 orders in the Order Management System. Incorporated application specific attributes and validations using Core Java
 Technologies, Spring MVC, Agile Methodologies and Scrum Practices.
- Conceptualized and developed a software tools for testing and daily monitoring of inventory mismatch, order status updates, shipment status updates across platforms by configuring custom agents that picks inventory related data from custom tables and sends updates to third parties accordingly.
- Executed Unit test cases, design reviews and handled critical Production issues for all the Arcadia Deployments.
- Automated Scripts for Client Reporting, Application Monitoring and reducing manual efforts.

PROJECTS

CLT Central (Google Play Store Link)

Jan'20 - Present

Published on Google Play, the app lets you discover and view details of various events in Charlotte City and allows custom notifications and event reminders. Integrated REST API calls and database cache using Retrofit and Room Persistence Library. Implemented using MVVM architecture, Jetpack Navigation, GSON and LiveData.

• Covid-19 Tracker Mar'20 – Apr'20

Application tracks latest Covid-19 cases across United States and displays State specific data. Built with Kotlin Android, the app fetches the data from an API sourced by the John Hopkins University. Implemented using Android Architecture Components, Retrofit, MVVM and Kotlin Coroutines.

• Stocks Live! Jan'20 – Feb'20

Stocks displaying application with real-time stock updates with data changes every 3 seconds. Consumes Websocket (ws) API using RxJava along with REST API and poll data changes to LiveData. Implemented using MVVM architecture and Google architecture components.

Daily Weather Radar

Jan'20 - Feb'20

Weather Application to view daily weather updates and forecasts with dynamic background changes. Integrated Search View with autocomplete location suggestions and filters. Implemented using Retrofit, MVVM, LiveData, GSON.

• Backpack Planner Dec'19 – Jan'20

Application lets you create/join Trips created by yourself or your friends. Facilitates the user to add friends to the trips and interact using different Chat Rooms within the Trip Fragments. Implemented using Google Authentication, Firebase, Google Place API. Firestore Cloud Database and Jetpack Navigation.

TECHNICAL SKILLS

- Programming: Java, Kotlin, Python, SQL
- Mobile App Development: Architecture Components, MVVM, Retrofit, GSON, RxJava, OkHttp, Junit, Espresso, LiveData, Koin, Kotlin Coroutines, Dagger 2 Dependency Injection, Firebase, SQLite, Material Design, Room Persistence Library
- Web Development: HTML5, CSS, JavaScript, XML, JSON, MySQL, Postman, RESTful Web Services
- Tools: Android Studio, Git, Anaconda, Eclipse, Jira, SQL Server, IntelliJ IDEA, MS Office
- Cloud Services: AWS, Google Cloud Platform (Cloud Firestore)
- Platforms: Microsoft Windows, UNIX/Linux, Mac OS, Android