

SAITEJA PRASADAM

Montreal (Willing to Relocate if Necessary)
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Career Objective: To be a part of organization where I can enhance my skills by contributing for the growth of organization as well.

Areas of Interest: Deep learning (specifically artificial neural network), Artificial intelligence, Linux Kernel development, Networking, Android, C#, C, JAVA, Database, In-Memory database (Redis), Azure.

Experience

Hybrid Mobile Application (Ionic) & Full Stack Developer at Property Apps International Inc (1 Year and 9 Months - Jan 2017 – October 2018)

- Worked on there on going project – **Property Apps** (The Property Apps app is a feature-full solution for building communication and management), Assisted in designing, developing and maintain various modules, which is being current used in many real estate companies to manage their buildings.
- Technologies used Laravel (MVC), Angular 4, Ionic 3, JSON Rest API, Firebase Cloud Push Notifications, Word Press.
- Integrated with Payment Gateway and Tenant Screening Providers (Naborly and Certn)
- Ported Code Ignitor to Laravel Framework, Ionic 2 to Ionic 3.
- Used Scrum Life Cycle.

.Net developer Intern at ContentTerra Software Private Limited (3 Months - Jan 2016 to April 2016)

- Worked on there on going project – **FedBizIntel** (It offers the complete government sales platform providing 360° support with opportunity portal, government-focused website re-branding, social media jump start, capture support, and proposal writing services.)
- Worked in designing, developing website for the sales portal and worked on the backend .net framework services to perform operations on the government focus website to analyze all the information on the contracts.
- Technologies used .Net platform C#, MVC, Redis, Windows Service.
- Used Scrum Life Cycle.

Technical Skills

Languages:	JAVA, C#, Python, PHP, C++, Perl
Frameworks	.Net, Django, Flask, Laravel, Code Ignitor, MVC Architecture
Data Base:	MongoDB (High Availability), MySQL, SQLite
Other Technologies	Docker, Elastic Search, Kibana
IDE:	Android Studio, Visual Studio, Eclipse, NetBeans, Matlab, Jet Brains, PyCharm
Testing Tools:	Basics of Nunit and Junit
Operating System:	Linux, Windows, partially macOS

Educational Qualifications

Qualification	Institution	Place	Year of Passing
Master's in Applied Computer Science	Concordia university	Montreal, Canada	April 2019
Bachelor's in Information Technology	CVR college of Engineering	Hyderabad, India	2016

Projects Profile		
Projects #1	Title:	Hippo
	UI and Platform:	Android, Python Flask, MongoDB, Elastic Search, Kibana
	Description:	Android App for streaming torrent movies similar to popcorn time.
	Status:	Starting on December 2018
Projects #2	Title:	KMR Player
	UI and Platform:	Android using Java (Socket Networking, Network Service Discovery)
	Description:	Android materialized music player which also facilitates a networking (Inter-network communication using socket networking and network service discovery) to show nearby devices running kmr player for sharing songs through sockets and group play functionality and many more.
	Published link:	https://play.google.com/store/apps/details?id=com.prasadam.kmrplayer&hl=en
	Status:	Completed and released on play store
Project #3:	Title:	Share-Doc (Application for sharing data, like FTP)
	UI and Platform:	GUI (Windows platform) using C# (Windows Forms Application, Socket Networking and Remote method invocation)
	Description:	Share-Doc has an inter-network connectivity to share large files with other local available machines.
	Team:	Team of 3 members
	Status:	Completed
Projects #1 (Bachelor's 2nd year)	Title:	Chess++ (Chess with LAN connectivity)
	UI and Platform:	GUI (Windows platform) using C# (Windows Forms Application, Socket Networking)
	Description:	Chess with inter-network communication, enabling users to play with each other using two desktops.
	Status:	Completed
Projects #2 (Bachelor's 3rd year)	Title:	Ping Messenger (LAN messenger)
	UI and Platform:	GUI (Windows platform) using C# (Windows Forms Application, Socket Networking)
	Description:	Ping Messenger is a client – server architecture application using inter-network connectivity to send messages to other client machines.
	Status:	Completed

* And many more academic projects (Related to distributed systems, pattern recognition and other courses)

Achievements and Extra Circular Activities:

- Secured Second position on **Information security and ethical hacking** conducted by Kyrion Digital Securities at CVR College of Engineering.
- Attended workshop on Network Implementation and security conducted by Association for computing machinery - IIT Delhi and network Bulls.
- Successfully completed and received a passing grade in introduction to Linux offered by LinuxFoundationX and edX.
- Volunteer for CODE-N-C event as part of CIENCIA-2K14, CVR college of engineering.
- Participated in NGO's like STREET CAUSE.

Personal Details	
Languages Known:	English, Hindi and Telugu.
Hobbies:	Programming, Gaming, Photography, Traveling, Cooking, learning new things related to technology, listening to music, Watching tech YouTube videos.