Sanil Patankar

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Portfolio - https://sanilpatankar.github.io/portfolio/

OBJECTIVE

I have a desire to work with an organization where my POSITIVE attitude can help the organization to deliver the best quality solution and where I can get a chance to develop and sharpen my knowledge, technical skills and capabilities to tackle new challenges.

TECHNICAL

Programming/Web:	PHP, Python, Java, JavaScript, AngularJS, Node-JS, HTML5, CSS3, SPARQL.
Software/Tools:	Git, WebStorm, Photoshop, Dreamweaver, Android Studio, WEKA.
Database/DBMS:	MongoDB, Oracle DB, MySQL.

EDUCATION

University of Maryland, Baltimore County – Baltimore, MD, USA.
MS, Information Systems, Graduated - December 2016.
January 2015 – December 2016.
GPA – 3.71

University of Mumbai – Mumbai, MH, India.
BS, Information Technology, Graduated - May 2013.
July 2009 – May 2013.
First Class.

CAREER DEVELOPMENT

Sparksoft Corporation

Product development Intern

June 2016 – Present
Development of web application in agile development life cycle. Web application programming based on MEAN (MongoDB, Express, AngularJS, NodeJS) stack. Responsible for keeping track of the progress of the module for every scrum meeting.

Duties:
- Creating module using MEAN stack and keeping track of the progress.
- Updating the progress on JIRA and creating story line for modules on JIRA.
- Integrating the code from different sources.
- Making sure every page for the web application is responsive which is done using CSS framework.

- Conducting small team meetings to get the workflow and design the logic.
- Design a cloud based sandboxing tool that allows to replicate the behavior of any Soap/Rest based API
- Create APIs for different modules using Node.Js in Webstorm and tested using postman.
- Collaborate with the team members to integrate the backend module with the front end.
- Implement automated testing platform by using Mocha and prepared documentation for the product.

Moneyfrog Consultancy Pvt Ltd

Web Developer

Dec 2013 – Dec 2014
Responsible for participating in the full life cycle of new website development projects, and for implement and maintaining best practice procedures in all areas of work. Also in charge of writing, developing and managing the content of websites.

Duties:
- Creating website promotional material, web banners, and optimized landing and home pages.
- Coming up with cost estimates for new website building projects.
- Establishing the core purpose of the website by identifying its users.
- Uploading and installing anti-virus and other security software onto websites. Building up and enhancing integration within existing systems.
- Carrying out tasks related to full software development life cycle.
- Improving a customer's experience in all digital channels.
- Designing email-marketing campaigns for clients.
- Working on the websites of high visibility, multi-national companies and brands.
- Liaising with account managers, sales teams and third party technical support to ensure the successful and timely delivery of a project.

Gameroom, UMBC – Commons.

Student employee & Gameroom Manager

August 2015 – December 2016
Responsible for smooth working of the Gameroom environment, manage the student employees, inventory and scheduling. Also in charge for training of the new employees and providing top customer service.

Duties
- Working with staff to keep The Gameroom orderly and presentable.

- Event Management:
  - Assist the graduate assistant for programs and recreation with event requests, utilizing 25LIve scheduling solution.
  - Responsible for coordinating/collaborating with partners on event setup and execution for events outside of tournaments organized by the commissioner.
  - Conduct needs based and satisfaction assessments aimed at continuous improvement of our event offerings.
- Customer Service:
  - Providing on-going training and reinforcement of customer service values/expectations for student employees with a focus on phone, e-mail, and face to-face interactions.
  - Consistently role modeling our customer service values to employees.
  - Developing new tools to reinforce our values and expectations around the service desk
- Under the guidance of the graduate assistant for programs and recreation, collaborate with the commissioner on an overall marketing strategy for advertising The Gameroom to the campus community.
- Ensure compliance with all procedures outlined in the Student Staff Training Manual for opening and closing The Gameroom.
- Assisting the graduate assistant for programs and recreation with maintaining inventory on all equipment and food items.
- Being well versed in "The Gameroom House Rules" and offering rulebooks and guides upon request.
- Plan and create agenda for monthly staff meetings.
- Attend summer manager training.
- Help plan staff training for student employees.
- Manage WhenToWork.com shift scheduling system under the direction of the graduate assistant for programs and recreation.
- Participate in weekly one-on-one meetings with the graduate assistant for programs and recreation.

PROJECTS & LITERATURE REVIEW

- Optimization of Federated Query Processing Model.
  Ongoing project. Project is based on SPARQL which is a querying language to explore RDF triples. The goal is to create an effective and efficient federated query algorithm which surpasses the current model and then implement it using Java and SPARQL.

- Information Extraction from Financial News Articles.
  A machine learning project where information was extracted from the news article to match a summary template and identify the type of financial article. The programming was done in Python along with IBM's data analytical tool 'System-T'.

- Pharmaceutical Representative Database.
  Project based on Oracle PL/SQL to keep a record of all the medicine samples, information of Doctors and medical representatives and distribution of those medicine samples for a pharmaceutical company. The project monitored all the phases from the inventory to the distribution of the samples.

- Loan Approval System.
  A data analytical project where the loan of an applicant was either approved, denied or required further processing. The project was based on supervised machine learning concepts and used WEKA tool to classify the applicants and get all the statistical data about the application process.

- Literature Review on EHR in Public Health Informatics to Boost Clinical Research.
  Literature review on electronic health records which highlights on how EHR is the bridge between health informatics and clinical research.

- Influence of Return on Investment on Knowledge Management Strategies
  Literature review which focuses on how ROI affect the KMS especially knowledge sharing in an organization.

Skills acquired whilst studying

- Being thorough and precise.
- Adapting and picking up new techniques.
- Able to work in a multi-disciplined team that includes designers, developers, consultants, and Project Managers.
- A keen approach to learning.
- Working to short lead times.
- Providing innovative new ideas and solutions to problems.
- Able to juggle priorities and multiple projects.
- Learning new technologies and keeping abreast of markets developments.
- Having creativity and imagination.
- Able to make changes with changing demands and learning from it.

REFERENCES

Available on request