

---

**EDUCATION****Master of Engineering in Computer Science***August 2023 – Present*

Virginia Tech, VT

Falls Church, VA

- *Relevant Coursework:* Software Engineering, Data Structures and Algorithms, Fundamentals of Info Security, Operating Systems, Web Application Development, Ethics & Professionalism

**Bachelor of Technology (B.Tech), Electrical and Electronics Engineering***August 2017 – May 2021*

National Institute Of Technology Warangal, NITW

Telangana, India

- *Relevant Coursework:* Problem Solving and Computer Programming, Data Structures, Probability & Statistics

---

**PROFESSIONAL EXPERIENCE****Senior Member Technical***July 2021 – Jun 2023*

ADP

Hyderabad, India

- **Developed and deployed 3 new features** for the company's flagship web application, resulting in a 25% increase in user interaction and a 20% rise in overall user satisfaction.
  - Leveraged expertise in HTML, CSS, and JavaScript to create responsive and visually appealing user interfaces, enhancing the overall aesthetic and usability.
  - Collaborated closely with UX/UI designers to ensure seamless integration of design concepts into functional web components.
- **Resolved 50 complex technical issues** on the web platform, contributing to a 15% decrease in customer-reported bugs and issues.
  - Employed strong problem-solving skills to diagnose and troubleshoot issues related to cross-browser compatibility, responsive design, and data integrity.
- **Automated the performance dashboard scenarios**, reducing the manual efforts of the QA team by 90%.
  - Analyze user stories, develop the required components and execute program scripts.
  - Was the point of contact for any queries regarding automation within the team.
- **Contributed to the migration of 2 legacy web applications** to a modern tech stack, resulting in a 40% improvement in system reliability and reduced maintenance costs.
  - Adapted quickly to new technologies, including React and Redux, to build efficient and maintainable frontend components, expediting the migration process.
  - Collaborated with the dev team to refactor and optimize the existing codebase, aligning with best practices and coding standards.
- **Participated in agile development methodologies**, attending daily stand-ups and contributing to sprint planning and backlog refinement.
  - Demonstrated effective communication skills within a cross-functional team environment, ensuring alignment on project goals and priorities.
  - Engaged in constructive code reviews, providing valuable input to team members and fostering a culture of constant improvement.

---

**PROJECT EXPERIENCE**

Player's Den – A website to register and play online casino games.

- **Methodology:** Designed the user interface (UI) for the application, including pages, components, and layouts. Implemented a responsive design to ensure a consistent experience across devices. Developed RESTful APIs to handle requests from the front end. Created endpoints for CRUD (Create, Read, Update, Delete) operations on player data. Set up error handling and validation for API requests and set up the MySQL database and defined tables with appropriate relationships.
- **Outcome:** A fully functional web application, has user registration and user-friendly interface with responsive design that works seamlessly on various devices. CRUD operations for players, enabling users to add, edit, view, and delete player information. Secure storage and management of user data and player information in the MySQL database Implementation of error handling and validation to enhance user experience.

---

**SKILLS & ACTIVITIES**

- **Programming/Technologies:** React, Springboot, Angular, Selenium, AWS, JAVA, C++, C#, SQL, MongoDB, Docker, Figma
- **Technical Skills:** System Design, Jira, Confluence, Automated Tests, end-to-end, Maven, Agile, Compliance, Lean, Slack, GitHub
- **Key Skills:** Problem Solving, Product Management, Project Management, Ethics, Software Development, Automation Testing, User Experience, User Research, A/B Testing, JUnit, Quality Assurance, Troubleshooting, Documentation