Sannidhi Shetty

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EDUCATION

Concordia University   Montreal, Canada
Masters of Science, Applied Computer Science.   *Sept 2023 – April 2025*

SIES Graduate School of Technology   Mumbai, India
Bachelor of Engineering, Computer Engineering   *Feb. 2016 – Oct 2020*

TECHNICAL SKILLS

Languages: Java 8+, Python, JavaScript, TypeScript, Shell Script
Frontend: React.js, React Native, Redux Toolkit, React Hook, HTML, CSS
Backend & Testing: Node.js, Express.js, Spring Boot, RESTful APIs, Swagger, JUnit, Mockito, Pytest
Tools & Platforms: Git, GitLab, Jenkins, VS Code, IntelliJ, Redis, Docker, Postman, Kubernetes, Jira, Watchdog
Databases: PostgreSQL, MongoDB, MySQL
Cloud & DevOps & BigData: Amazon Web Services (AWS), Microsoft Azure, Cloudflare, Apache Kafka, CI/CD
Certifications: AWS Certified: Solutions Architect - Associate, Microsoft Certified: Azure Fundamentals

EXPERIENCE

Software Developer   May 2025 – Present
Kampus Media   *Montreal, Canada*
- Working as a **Full Stack Developer**, building a production-grade platform with a **React 19 + TypeScript** UI (**React Router DOM**, **Tailwind CSS**) and backend services in **Python** and **TypeScript** on **Cloudflare Workers + Wrangler**, orchestrating an end-to-end audiobook processing workflow.
- Implementing secure authentication and role-based API access using **JWT tokens**, and storing user profiles and audiobook job metadata in **PostgreSQL** for reliable tracking and access control.
- Designing and shipping high-throughput document ingestion and processing APIs by integrating **Mistral OCR** and **OpenAI** services to improve text extraction quality for downstream synthesis.
- Containerizing services with **Docker** and deploying them on **AWS** to support large-scale PDF, OCR, and TTS workloads.
- Managing code with **Git**, documenting APIs and workflows using **MkDocs**, validating endpoints with **Postman**, and presenting progress, metrics, and ideas to leadership through reports and demos.

Full Stack Developer   Mar 2022 – Aug 2023
Deloitte   *Bangalore, India*
- Developed and enhanced enterprise web applications in E-commerce, fintech, and healthcare using **Java 8, Spring Boot, HTML, CSS,** and **JavaScript**, applying **Agile methodologies** for rapid and improved customer experience.
- Built and tested RESTful APIs using **Spring Boot** within a **microservices** architecture, integrating with **MySQL** and ensuring 95% code coverage through comprehensive unit testing, optimization, and debugging.
- Migrated backend services to **AWS**, modernizing legacy systems for enterprise e-commerce and healthcare workflows.
- Designed and deployed microservices on **Docker**, enabling a modular architecture with efficient orchestration, high scalability, and improved fault isolation for business-critical systems.

Software Engineer   Aug 2020 – Feb 2022
Newgen Software   *Mumbai, India*
- Revamped the bank account opening platform for a multinational bank using **React.js, TypeScript, and Java**, enhancing UI responsiveness and backend integration.
- Developed a **Kafka and MQ**-based real-time data pipeline to enable reliable communication between core banking services, and streamlined migration and deployments through **CI/CD automation** on **Jenkins**, reducing release time by 40%.
- Optimized and maintained **PostgreSQL** databases through schema design, query tuning, and indexing to improve system performance.

PROJECTS

Habit Tracker | *React (Vite), Java, Spring Boot, PostgreSQL, Docker, Vercel, Render, JWT* | GitHub Link
- Built a full-stack habit tracking platform with a responsive **React (Vite) SPA** and **Spring Boot** REST APIs secured with **JWT-based authentication**, and deployed a Dockerized backend on Render with a Vercel-hosted frontend for a fully cloud-native, production-ready solution.

Warzone (Risk Game) | *Core Java, OOP, Design Patterns, JUnit* | GitHub Link
- Built a command-line Warzone (Risk) game in **Core Java**, implementing the full game workflow with map management, order execution, and gameplay logic using **State, Command, Strategy, Observer, and Adapter** design patterns, with testing via **JUnit**.

Sign Language Gesture Recognition System | *Python, PyTorch, TensorFlow, OpenCV, Scikit-learn* | GitHub Link
- Developed an **AI-powered** real-time sign language recognition system using CNNs (LeNet, VGG, ResNet) with transfer learning and hyperparameter tuning.