SANTHOSH PALANISAMY

santhoshp.j4@gmail.com ***Cell: +1-980-298-2235***
Location: Cary, NC

- Experience of 7+ years in Web Development technologies (React JS, AngularJS, Node JS, FTL, CSS3 and HTML5)
- Experienced in analyzing and translating business requirements into technical requirements and architecture.
- Hands-on experience in the Design, Code Development and Implementation
- Accustomed to high profile, business critical implementations
- Adaptive to new environment and technologies with high analytical skills
- Excellent problem solving and troubleshooting skills
- Good communication skills, interpersonal skills, self-motivated, quick learner, team player.

Skill Set

Web Technologies: HTML5 , CSS3, JavaScript, Java, J2EE Spring
Javascript Frameworks: JQuery, React JS, Angular JS, Node JS, Strongloop(Express JS)
Development Tools: SVN, GitHub, BitBucket
Databases: Redis, Mongo DB
Tools: Eclipse, NetBeans, WebStorm
Template Languages: Freemarker, Velocity
CMS: Teamsite Interwoven, WordPress

Education:

- Bachelor of Technology in **Computer Science and Engineering** at Amrita School Of Engineering, **Amrita Viswavidyapeetham University, Coimbatore**, Tamil Nadu, India - 2011

Professional Experience

July 2011 – Till date Application Developer IBM

Project: Global Sales and Service Platform (GSSP) – MetLife, Location: Cary - NC
Role- Senior Front End UI Developer

Environment: HTML5, CSS3, React JS, Redis
The purpose is to Global Sales and Service Platform (GSSP) which builds multi-tenant Software-as-a-Service (SaaS) platform for hosting MetLife's Global Sales and Global Service Applications. GSSP will service its clients in different geographical regions across the globe and aims to provide a widely configurable platform to the clients.

Responsibilities

- Developed Reusable Generic React Components to build robust applications which highly scalable for future requirements.
- Developed and contributed modules (node packages) to the in-house UI framework 'Remix'.
- Participate in code review sessions and perform unit and component integration testing
- Created Unit Test cases for React components using Mocha/Chai test libraries.

Distributed Integrated Systems - Integration Web Portal, Bank Of America, Jacksonville - FL

Environment: HTML5, CSS3, AngularJS, Node JS, Strongloop.

The Distributed Integrated Systems team works on developing Open Service Bus using Camel & Apigee. IBM team are actively involved in the UI development tasks involving Angular JS and API development using Node JS & Strongloop. This development is to replace the existing middleware – Gateway EIB

Role- Full Stack Web Developer

- Developed web pages to configure and self-service routes on OSB application and automation flow for the Project Management team to onboard new clients/applications onto OSB.
- Developed reusable Angular templates/components based on the requirements
- Responsible for maintenance of Legacy pages.
- Developed Drag & Drop Canvas Utility to configure services and routes between Service Consumer and Service Providers through Load Balancers / Gateway components

COMMIT Intake – Common Platform for Customer Complaint Logging - Bank Of America

Environment: JSP, JQuery, Struts 2, Spring 3.

This project aimed to develop a common platform for logging customer related complaints across all LOBs in the Bank. This project aimed to enhance the speed in tracking the complaints, escalating wherever there is a necessity and notifying the customer the status of his complaints.

Role- Application Developer

- Developed functionalities such as Dynamic Complaint Attributes, Customer Related Decision Tree and Session Management
- Improved performance of the application in both JSP and in JavaScript by decoupling components and improving the quality of code.
- Received Client Appreciation for improving the performance of the Application – from a place where it took 6-7 seconds for the Application to load the page, and it is reduced to almost 1-1.5 seconds.

Online Bill Payment Application - Online Banking for Small Business Users - Bank Of America

Environment: FTL, JavaScript, J2EE/Spring 2, Interwoven Teamsite, Borneo Framework

This project aimed to develop a Bill-Payment application for the Small Business User accounts consuming available third-party web-services.

Role- Application Developer

- Developed functionalities such as Pagination, Sorting, Filtering, Dashboard and Business Events in Backend - Java/Struts.
- Responsible for developing Freemarker templates for the modules used in the application.
- Developed and reviewed CMS artifacts such as DCR and Page views and Appconfig.
- Implemented Code Review changes using the code-coverage tools such as SONAR, Checkstyle, PMD and delivered code on compliance with BOA standards.

Dotcom- Miscellaneous Pages Migration - Bank Of America

Environment: FTL, Java/J2EE Spring, Interwoven Teamsite, JQuery

Providing a rich user experience for the clients in navigating across the Bank of America's web pages. This project involved in creating pages for the various line of business like Sitemap, Philanthropy, GWM - HUB pages, Accessible Banking, Help pages and Direct Banking.

Role- Application Developer

- Developed Freemarker templates for the components developed across the pages.
- Responsible for developing contents in XML(DCR) in Teamsite for the Philanthropic pages, which received client appreciation for implementing high-performance design- approaches
- Responsible for effective communication between the offshore project team, onsite team and customer. Provide day to day direction to the project team and regular project status to the customer.

Achievements:

- Received “Best Performer Award” from BOA-IBM Management for contribution in FTL and Content Management for the project- DOTCOM- Migration
- Received Orion Award for the performance in the Bank of America Projects

Project: Customizable Paper Keyboard

Developed a standalone Desktop application that simulates a keyboard from a user-defined keyboard layout which is drawn or printed on a piece of paper. The webcam attached to the system detects the user touch on the Paper layout (either printed or drawn) and generates a keystroke event depending on the relative position of the touch on the paper.

Features:

- The developed system can be used to design a gaming keyboard of user’s choice, placing any number of necessary keys at comfortable positions.
- The application could be modified and could be used to ease the typing for the blind people by placing a Braille printed sheet over the paper layout with the necessary space between the keys.
- The paper Keyboard can be placed over a flat surface which on further improvements can be a replacement for the conventional keyboards for they are lightweight (by which reduces the weight of the laptop), flat typing space similar to that of touch-based Mobile devices like IPad, Tablets, etc