

Savitha Venkatesh

Software Engineer

Contact

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- GitHub: <https://github.com/savitha-v>
- Career Portfolio: <https://savitha-v.github.io/savven/>

Profile

Data-driven software engineer bridging the gap between data pipelines and user-facing applications by leveraging strong analytical skills and development expertise to design, build, and manage efficient software solutions.

Education

- B.Sc. in Data Science, University of Texas at Dallas, Aug 2018 - May 2022
- M.Sc. in Applied Computer Science – Software Engineering, University of West Georgia, Aug 2023 - May 2025

Skills

- **Management:** JIRA, Agile, MS Office, Confluence, Git, Public Speaking & Presentation, Bilingual Communications, Project Scheduling & Strategic Planning
- **Technical:** C++, R, Python, SQL, Java, HTML, CSS, JavaScript, Hadoop, Hive, AWS S3, Google BigQuery, Redshift, Bootstrap, Spring Framework, Angular, DevOps, Microservices, WebUI, API, ITIL, Visual Studio, PyCharm, RStudio, NetBeans, Jupyter Notebooks, Git, Eclipse, MySQL, SQLite, Snowflake, DataGrip, AWS

Experience

- **Software Engineer, Cognizant, Jun 2022 – Aug 2023**
 - Underwent extensive hands-on training for eleven weeks mastering **project management** and **software development concepts** and **technologies** to be well-equipped to meet client needs for their projects and tasks
 - Team Project – Managed a team of five new graduates to design, develop, and launch a full-stack e-commerce shopping website allowing users to shop for handmade items using **Spring Boot, Spring Tool Suite, MySQL, Angular, JavaScript**, and **HTML**. Increased team efficiency by 20% through effective task allocation and utilization of **GitHub Task Board** for **project management**, while also putting together a presentation for the senior software engineers and executives in the ADM branch and scoring an average rating of 4.8 out of 5
- **Data Engineering Intern, VMware, May 2021 – Aug 2021**

- Developed a task tracker tool to track all data engineer and analyst jobs daily by reporting details of each job through **AWS Redshift** and **S3**, using **JIRA** to **schedule** and **plan** tasks for this project, and employing **Python** for the backend and automation and **SQL** queries for creating the output leading to a 25% reduction in time spent on tracking and reporting daily data engineer and analyst jobs
- Conducted a **gap analysis** on data maintained by two different pipelines (one from EDW and one from EUC Data Engineering) and edited my team's **SQL** run job using **Git** to extract data from the EDW pipeline, thus reducing data pipeline maintenance efforts by 30% and creating a streamlined and more efficient data processing workflow
- **Cloud Team Student Engineer, University of Texas at Dallas, Sep 2020 – May 2021 & Aug 2021 – Feb 2022**
 - Planned and created documentation to carry out specific tasks and functions in **Amazon Web Services (AWS)** using **Jira** and **Confluence** and created templates on **AWS CloudFormation** to provide necessary resources for the development of an application or solution
 - Projects: AppStream 2.0 is a computing resource developed in response to COVID-19 and remote student learning to allow students to stream applications and access software instead of downloading them on their personal devices
 - Tested Automated Mass Spectral Deconvolution and Identification System (AMDIS) which is one of many applications run in AppStream 2.0, and developed workflow and troubleshooting guide on **Confluence** for students and professors using AMDIS, thus reducing support requests by 15% and increasing student adoption of the platform by 40%

Portfolio Projects

- **Down By The Fishin' Hole, UWG – Program Construction II, Feb 2024**
 - Engineered a **Java-based** simulation game (<https://github.com/savitha-v/Down-By-The-Fishin-Hole>), showcasing advanced **object-oriented programming** techniques. The game architecture leverages **encapsulation, inheritance, and polymorphism** with its classes and subclasses. Utilized **interfaces and abstract classes** to establish a flexible and extensible design, allowing different fish behaviors and fishing hole characteristics. Implemented **exception handling** to manage runtime errors, ensuring robust game functionality. The game's design demonstrates adeptness in utilizing **Java's collection framework, employing arrays** to manage game elements dynamically. Developed a **user-friendly textual interface** with interactive menus, enabling players to navigate the game world, simulating real-world fishing experiences. This project underscores my proficiency in **Java's core features, design patterns, and standard libraries**, illustrating my capability to construct intricate, well-organized software solutions.
- **Personal Training Booking Platform, UWG – Web Technologies I, Dec 2023**
 - Developed a responsive website (<https://savitha-v.github.io/ptconnect/>) for purchasing personal training sessions as part of my final exam project in a web development course. Implemented using **HTML, CSS, JavaScript, and Bootstrap**, the site demonstrates my

proficiency in front-end technologies and showcases an intuitive user interface for a seamless purchasing experience.

- **Career Portfolio, UWG – Web Technologies I, Oct 2023**

- Developed a professional portfolio website (<https://savitha-v.github.io/savven/>) for my midterm exam project in a web development course. Implemented using **HTML** and **CSS** and showcasing my technical skills and projects, the site features a clean design, easy navigation, and highlights my software engineering expertise, serving as a central hub for potential employers to explore my work and capabilities.