Rajesh Sethi

https://setraj.github.io/rajeshsethi | rajeshsethi.56@gmail.com
☎ +91-8792590519 | Bangalore, India

EDUCATION

NATIONAL INSTITUTE OF TECHNOLOGY – TRICHY

Master of Computer Applications
July 2013 – July 2016
GPA: 7.78

RAJIV ACADEMY FOR TECHNOLOGY & MANAGEMENT – MATHURA

Bachelor of Computer Applications
July 2009 – July 2012
GPA: 7.87

LINKS

Portfolio: //setraj.github.io/rajeshsethi
GitHub: //setraj
LinkedIn: //setraj

SKILLS

PROGRAMMING:
C, C++, Java, HTML, CSS
Python, JavaScript, Batch Script
SQL, SAP Ui5
TOOLS:
Eclipse, Git, DevC++, SAP web IDE,
Brackets, HP Load Runner, Jenkins

COURSEWORK

GRADUATE

Database Concepts
Networking
Software Engineering
Design & Analysis of Algorithms
Operating System
Object Oriented Concepts

UNDERGRADUATE

Basics of programming
C/C++, OOPs Concepts
Numerical techniques

EXPERIENCE

SAP LABS INDIA | Associate software developer

October 2016 – Present | Bangalore

- SAP Connection Discovery tool offers interactive visualizations to gain insights and explore connections in the form of graphs.
- Developed interactive UI screens using SAP UI5 controls. Incorporated changes on front-end as per product standards.
- Figured out critical performance and security issues.
- Worked on graph algorithm APIs (neighborhood, Shortest Path, Connected Components) provided by SAP HANA Graph Engine.

SAP LABS INDIA | Internship

Feb 2016 – July 2016 | Bangalore

- This internship provided an opportunity to understand SAP's Business Intelligence products. I was involved in analyzing the Performance and Reliability of BI products which includes dataset creation, scripting and load generation.
- Wrote integrated automated test scripts for the whole analysis process.

PROJECTS

CODEONPAPER

https://setraj.github.io/codeonpaper/

A platform to prepare for personal Interviews where you are asked to write code on paper/whiteboard.

INSIDE-OUT | A single player game

https://setraj.github.io/gridgame

A game on the lines of Pac-man. The player has to obtain all the objects across all the six levels to win the game in given constraints. (No backtracking)

OOPs DICTIONARY

This project is a menu-driven educative application for all fields of people for learning Object Oriented Programming Concepts. Implemented the Google Instant feature in the application.

ACADEMIC ACHIEVMENTS & CO-CURRICULAR ACTIVITIES

- Runner Up CodeBrunch 2015, ACM-NITT chapter
- Member of Aayaam, the Hindi Literature club at NIT Trichy
- Member of ACM student chapter, NIT Trichy
- Member of Campus Placement Committee for Computer Applications department
- Member of Public Relations Committee at Version'14 (A National Level MCA Technical Symposium)