Rajesh Sethi

□ rajeshsethi.56@gmail.com | □ github.com/setraj | □ linkedin.com/in/setraj | □ l

https://setraj.github.io/rajeshsethi | \ +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

SKILLS

PROGRAMMING:

C, C++, Java, HTML, CSS Python, JavaScript, Batch Script SQL, SAP Ui5

TOOLS:

Eclipse, Git, DevC++, SAP web IDE, Brackets, Jenkins

INTERESTS

Data Structures
Algorithm
Operating System
Object Oriented Concepts
Blockchain
Competitive Programming

ACADEMIC ACHIEVMENTS & CO-CURRICULAR ACTIVITIES

- Runner Up CodeBrunch (Codechef) 2015, ACM-NITT chapter
- Member of ACM student chapter, NIT Trichy
- Member of Campus Placement Committee, CA Department
- Member of Aayaam, the Hindi Literature club at NIT Trichy

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.
 - Figured out and fixed critical performance and security issues.
 - Worked on graph algorithm APIs (neighborhood, Shortest Path, Connected Components) provided by SAP HANA Graph Engine.
 - Developed interactive UI screens using SAP UI5 controls.
 Incorporated changes on front-end as per product standards.
- Truerec.io | KU LEUVEN University's Student document verification through Ethereum Blockchain
 - Setting up Truerec client on Linux machine.
 - Push the private key encapsulated hash of the student's degree to the Ethereum blockchain through Truerec client.

SAP LABS INDIA | Internship

Feb 2016 – July 2016 | Bangalore

- Developed an automation tool using C++ & Batch Script which significantly brought down the time taken by manual process.

ACADEMIC PROJECTS

INSIDE-OUT | A single player game | C++

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 | Java

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.

CODEONPAPER | JavaScript

https://setrai.github.io/codeonpaper/

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