Suyog Somesh Halikar

(+1) 480-955-8933 | shalikar@asu.edu | GitHub-shalikar | linkedIn-shalikar

EDUCATION

Arizona State University, Tempe, Arizona   Jan 2020 – Dec 2021
Master of Science in Software Engineering   4.00/4.00 GPA
- Courses: Data Processing at Scale, Software Agility, Advanced Data Structures, Foundation of Software Engineering, Semantic Web Engineering, Software Process/Project/Quality Management, Human-Computer Interaction

Vishwakarma Institute of Technology, India   Aug 2013 - May 2017
Bachelor of Technology in Computer Engineering   7.58/10.00 GPA
- Courses: Object-Oriented Programming, Databases, Web Development, Operating Systems

TECHNICAL SKILLS

- Programming**:**   Java, Python, C#, C
- Frameworks: Spring Boot, NodeJS, ASP.NET, AWS, Azure
- Web Technologies: REST, React, Angular, JavaScript, CSS, HTML
- Databases: PostgreSQL, MS SQL Server, MongoDB (NoSQL)
- Tools: GitHub, Jira, Eclipse, IntelliJ, Visual Studio

PROFESSIONAL EXPERIENCE

Application Developer II | Starbucks | Seattle, WA   Feb 2022 – Present
- Working on building large scale applications by applying concepts of analyzing and classifying to solve real world problems.

Software Engineer Intern | Starbucks | Seattle, WA (Virtual)   May 2021 – Aug 2021
- Full-stack development experience involving all phases of SDLC – from requirement elicitation to product delivery.
- Improved invoice approval process by developing a mobile app to maintain the allocation of external resources used at Starbucks.
- Achieved multidevice compatibility, and saved users' time and efforts by 60%. Utilized by >3500 Starbucks technology managers.
- Designed front-end components using the React-Native and built RESTful APIs using ASP.NET Core to fetch and update invoices.
- Maintained MyBrew API code repository on Azure DevOps and also created and triggered build and releases.

Web Developer | Arizona State University | Tempe, AZ   May 2020 – Dec 2021
- Created full-stack interactive and responsive web application to determine the training ASU employees should undergo.
- Optimized webpage loading time by 80% by incorporating caching using the Angular reuse strategy**.**
- Developed REST APIs to fetch the course curriculum dynamically from SQL server using responses provided by the user.
- Streamlined application maintenance process by designing and developing SQL database leveraging RDBMS techniques.

Software Developer | Mediaocean | Pune, India   July 2017 – Dec 2019
- Enhanced cross-media planning, budgeting, and reporting platform by developing optimal solutions coherent with customer requirements and business logic in a fast-paced environment.
- Reduced customer's efforts and time by 70% by taking the initiative and implementing cross-platform PublicId REST APIs in Spring Boot to view nested media plan documents just over a click.
- Efficiently analyzed 10000+ real-time logs per day by integrating LUMINA with Kibana.
- Accelerated developer productivity by 40% by developing mongo scripts in JavaScript to efficiently retrieve media planning data from MongoDB containing 5.5 million documents.
- Exercised Agile Scrum practices as a part of a cross-functional team in a CI/CD development environment.
- Collaborated with the automation team to design test scenarios by building scripts in Java for each production release.

ACADEMIC PROJECTS

ASU, Smart Tour – Data-Driven Semantic Web Application   Aug 2020 – Dec 2020
- Developed a web application in Spring Boot where users can look up artwork details of a museum by providing geo-location details.
- Improved user experience by designing UI using ReactJS and dynamically recommending other artworks to the user.
- Engineered SPARQL query execution by hosting data using 3 AWS EC2 instances to fetch desired artwork details from 40000 records.

ASU, Virtual Campus Tour   Aug 2020 – Dec 2020
- Implemented an android application using Unity to provide virtual tours and directions to students for ASU campus locations.
- Architected 25 scenes by developing features and assisted the team in leveraging C# scripts to respond to inputs and trigger events.
- Hosted all the building location details and student tour/schedule details in Firebase using a Real-time database.

ASU, Gamify Schedule   Jan 2021 – May 2021
- Built mobile application using React Native to Gamify customer's to-dos and scheduled tasks. Customers will earn points by completing the tasks and then redeem points by buying coupons added by sponsors.
- Designed and developed reusable components for customers to add to-dos and tasks and mark them as done.

OTHER EXPERIENCE AND ACHIEVEMENTS

JP Morgan Chase: Virtual Software Experience program by InsideSherpa   Jul 2020 – Aug 2020
- Developed open-source code to process stock price data feed and visualized financial data by creating a dashboard.