

Shlok Gondalia

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OBJECTIVE

I am a developer who enjoys solving complex problems. Each day, my goal is to learn something new about Computers and keep up with the latest technology trends. My passion lies in making full-stack products as a Software Developer, which can have a company-wide impact.

KEY SKILLS

- **Languages:** JAVA, Python, JavaScript, ReactJS, TypeScript, HTML, CSS, SASS, C++, C, C#, SQL, Bash Script, and R.
- **Technologies:** Linux, macOS, Windows, AWS, React, Bootstrap, Node.js, Jest, Maven, JUnit, Webpack, and Docker.
- **Tools:** GitHub, Git, NPM, JIRA, Postman, Travis CI, Code Climate, ZenHub, and Slack.
- Strong communication and collaborative skills.
- Good at productive collaboration, establishing a productive working relationship, and conflict resolutions.
- Knowledge of acceptable industry practices through my job experience and CS classes.
- Solid understanding of Data Structures concept and algorithmic skills along with strong leadership skills through various projects.

EDUCATION

Bachelor of Science in Computer Science (Summa Cum Laude) with Mathematics Minor

University Honors Scholar

GPA: 4.0

Colorado State University (CSU), Fort Collins, CO

SUNPOWER (Bellevue, WA-98004)

SOFTWARE DEVELOPMENT ENGINEER

APR 2023 – PRESENT

- Designed and implemented an API Key authentication system enabling our APIs for 3rd party clients.
- Helped the SPF team launch a dealer portal to help SunPower customers adopt solar faster and easier.
- Helped the team design and launch role-based access control in our system.
- Helped team design and implementation for data validation over large data models, thus increasing overall security.

AMAZON (Bellevue, WA-98004)

SECURITY ENGINEER

JULY 2022 – APR 2023

- Created an ML-based anomaly model to identify users with an unusual number of HTTP requests.
- Designed and implemented a system to cluster security issues in a date range.
- This feature will help security engineers prioritize solutions focusing on top risks in Alexa.

SECURITY ENGINEER INTERN

MAY 2021 – AUG 2021

- Designed and implemented a smart sampling model for data loss prevention.
- The ML model helped to catch clusters, which can result in data loss 99% of the time, thus reducing the overall risk by 99%.
- The initial pilot projected cost savings of **\$270k/month** for the service team.

CSU (Fort Collins, CO-80523)

WEB DEVELOPER, HONORS DEPT.

SEPT 2019 – MAY 2022

- Maintained and updated the website with various online services with over 1700 daily active users.
- Designed and implemented the online process for the Formal Thesis, which was previously based on papers.
- The front end uses MojoPortal and Bootstrap & the back end uses .NET and MS SQL Server.

RESEARCH ASSISTANT, CS

AUG 2019 – JAN 2022

- Inspect data quality from six organizations through our tool to find anomalies.
- Upgrade **Python** code to improve the efficiency of the tool based on the inspection results.
- Worked on a tool that can find faults in data accurately without consulting the client, thus saving 2-3 days of the client's time.
- One of the four authors for the [paper](#) published at the IEEE Big Data 2020 conference.

CYBERSECURITY INTERN, Cybersecurity Center

MAY 2020 – MAY 2021

- Worked with Fort Collins Energy Department to find businesses and households that showed suspicious behavior.
- Used Long Short-Term Memory (**LSTM**) autoencoder tool & **SQL** Queries to analyze data for anomaly detection.
- This helped the Fort Collins Energy Department to locate faulty equipments in the city.

TA (CS314 - Software Engineering & CS270 – Computer Organization), CS

JAN 2020 – MAY 2021, JAN – MAY 2022

- Attained students' team meetings to help them with their daily scrum.
- Refined course content to make it more accessible to students & taught two labs a week consisting of 20 students.
- Worked as a system admin to maintain grading servers so that there were no downtime issues.

PROJECTS

TRIP PLANNER (React, Java, CSS, GitHub, Node.js & NPM) (More info can be found [here](#))

- Created a single page, mobile application, and microservices similar to Google Map, where users can plan a trip.
- Semester-long project in a team-based Agile software development environment.

MULTIPLAYER CHESS GAME (React, Java, CSS, GitHub, Node.js & NPM) (More info can be found [here](#))

- Create a mobile responsive, single-page Multiplayer Chess game with microservices.
- In this chess game, users can create an account and log in to play the game with other users.
- Passwords were hashed before storing, and the entire system ran on Authentication Token.