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Hyderabad, India

SKILLS

C/C++

C#

.NET Framework

Python (NumPy, SciKit, PyTorch, TensorFlow, etc)

JS and Related Libraries

Bash

SQL, MySQL, Neo4j

Matlab

Scripting

Postman

OpenGL/WebGL

RELEVANT COURSES

Computer Programming, Algorithms, Data Structures, Operating Systems, Intro to AI, Statistical Methods in AI, Database Systems, Principles of Information Security

Shovan Swain

Backend/Full Stack Software Engineer

WORK EXPERIENCE

Software Engineer

Zenoti Software Solutions

06/2020 - Present

Achievements/Tasks

- Working as a full stack developer (SQL, C#, JS, .NET Framework).
- Implemented OAuth2.0 Client framework on existing codebase. Resulting in security features being more tight, transparent and usable.
- Streamlined existing projects in the codebase and integrated them with Azure AD services.

Software Development Intern

Zenoti Software Solutions

06/2019 - 08/2019

Achievements/Tasks

- Implemented Webhooks on existing codebase.
- Automated multiple tasks using Python scripting, Bash scripting and Zapier.

Software Development Intern

Virtual Labs, MHRD, Govt of India

12/2018 - 12/2019

Achievements/Tasks

- Developed an easy-to-use Chemical Sciences Virtual Lab using JS (w/ JQuery) and HTML.
- Contributed in developing the VLABS platform.

PUBLICATIONS

ICALT 2018 - Published and presented the paper titled "Model Driven Approach for Virtual Lab Authoring - Chemical Sciences Labs" in ICALT 2018, IIT Bombay

PERSONAL PROJECTS

Algorithms for Face Recognition (2019)

- Implemented PCA, Naive Bayes, Linear Classifier to recognize face from a large dataset of face images. in Python using TensorFlow, SciKit and NumPy

Bash (2017)

- Implemented a bash terminal in C with features like piping, redirection, etc

Mini SQL Engine (2019)

- Implemented a mini SQL engine in Python to run basic SQL queries using the command line interface.

Tic Tac Toe Playing AI Bot (2018)

- Made a bot that plays Ultimate Tic-Tac-Toe on a 4x4x4 grid

Game Development (2018)

- Developed replicas of Pacman Killer and Legend of Zelda in C++ using OpenGL and Tunnel Rush in JS using WebGL

EDUCATION

BTech in CSE

IIIT Hyderabad

06/2016 - 05/2020

Hyderabad, India

ACHIEVEMENTS

RMO

Qualified Regional Mathematics Olympiad in the year 2014 and attended the Indian National Mathematics Olympiad Training Camp

NMTC

Acquired All India Rank 11 in the advanced level of NMTC