

## Sayali More

San Jose, CA, 95112 | +1 (669) 212-1564

Email : sayalishankar.more@sjsu.edu

Website : [www.sayalimore.com](http://www.sayalimore.com)

LinkedIn : <https://www.linkedin.com/in/sayali-more/>

GitHub : <https://github.com/sayalimore8722>

### Summary

Passionate and dedicated software engineer, seeking a position to leverage my strong problem solving and communication skills to contribute to the organization's goals.

### Education

<b>MS</b>	Software Engineering, San Jose State University	(GPA : 3.9)	<b>Jan 2017 – Dec 2018</b>
<b>BS</b>	Computer Engineering, Savitribai Phule Pune University	(GPA : 3.7)	<b>June 2012 – May 2015</b>

### Relevant Coursework

Distributed Systems, Big Data Technologies, Cloud Technologies, Enterprise Application Development, Software Systems Engineering

### Skills

<b>Languages</b>	: Java(Spring), Python, C++, C, R, Go	<b>Databases</b>	: DynamoDB, MongoDB, Riak, MySQL, Oracle 10g
<b>Cloud Technologies</b>	: AWS, Heroku, IBM Bluemix	<b>Web Technologies</b>	: NodeJS, AngularJS, JavaScript, HTML, CSS, AJAX, ReactJS
<b>Operating Systems</b>	: Linux, Mac, Windows	<b>Libraries</b>	: Bootstrap, Passport.JS, jQuery, twilio
<b>Collaboration</b>	: GitHub, Waffle-IO, Scrum, Kanban	<b>Other</b>	: XML, JSON, REST, UML, JMeter, Docker, Junit, gulp, grunt

### Experience

- **San Jose State University** **Graduate Teaching Assistant** **August 2017 – Present**
  - As a Teaching Assistant for three courses(Computer Networking, Operating Systems, and Enterprise system software), assisting Senior undergraduate students with project management, software design, prototype construction, and testing.
  - Teaching students networking, operating system concepts and its implementation using Java; grading progress reports, assignments, and presentations.
- **NVIDIA Graphics Pvt. Ltd** **Software Engineering Intern** **August 2014 – March 2015**

**DD Sanity Automation** : Analyzed time-consuming manual testing process and proposed an automated testing framework for testing GPU chip features; reduced the testing time from one month to 4-5 days.

  - Designed and developed a C# application to automate the testing process; reduced testing time by 60%.
  - Wrote Java programs for testing various GPU features.
  - Actively involved in all phases of development, including prototyping, analysis, design, and implementation.

### Personal Projects

- 1. Prototype of eBay** **July 2017 – August 2017**
  - Designed and implemented a web application for online retailing of products using REST Web Services, where multiple users can sell and buy products.
  - Implemented connection pooling to improve response time of the page by 10%.
  - Technology Stack** : NodeJS, Java, AngularJS, MongoDB, Express, J-Meter, HTML5, Bootstrap, REST, CSS.
- 2. Online Portfolio** **June 2017 - July 2017**
  - Developed a single page online portfolio using AngularJS, CSS, HTML5, and Bootstrap.
  - Managed all the aspects, including updating, and managing the content; deployed the webpage on Heroku.
  - Automated the testing processes using JMeter.

### Academic Projects

- 1. Cloud-scaled shopping cart** **In Progress**
  - Leading a team of four people for developing a cloud-scaled shopping cart service using Docker, AWS, Heroku and REST web services. ReactJS will be used for developing frontend and NodeJS for backend.
  - Implementing shopping cart using Riak database, activity logs using Cassandra and the product catalogue using MongoDB.
  - System availability and load balancing will be ensured using Elastic Load Balancers(AWS-ELB).
- 2. Bitly URL Shortener** **November 2017 – November 2017**
  - Designed and developed SaaS application to shorten the long URL into a short URL. Developed the frontend using HTML, CSS, JavaScript, AJAX, REST web services and deployed it on Heroku.
  - Developed backend using NodeJS, ExpressJS, and MongoDB, deployed on AWS using EC2.
  - Used AWS SQS and Auto Scaling for reliability and scalability, used ELB for load balancing and availability.
- 3. Java UML Parser** **January 2017 - May 2017**
  - Designed and developed a UML Parser reverse engineering tool using Java, which parses the Java Files and generates class diagrams. Aspect Oriented Programming(AOP) was used to generate sequence diagram.
  - Effectively used data structure to reduce the time complexity and implement parser; followed Agile methodology(Kanban).
- 4. Face Recognition System using OpenCV** **January 2017 - May 2017**
  - Collaboratively worked in a team of four and developed a attendance system using OpenCV library, which compares person's live image with the one stored in database and displays matching percentage.
  - Wrote python programs to compare the images using various OpenCV functions; developed frontend using flask, HTML5, and JavaScript.
  - Used MySQL for storing images and related data; Improved the matching accuracy of images by 20% using various filtering algorithms.

**Achievements** : Awarded with Tech Mahindra All India Talent Hunt Scholarship.