Stephen Paul Adithela

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Education

Indiana University Bloomington, Indiana *May 2018*
Master of Science in Computer Science
GPA: 3.52

Gandhi Institute of Technology and Management, Visakhapatnam, India *May 2016*
Bachelor of technology in Computer Science
G.P.A: 8.8/10.0 (Graduated with distinction and honors)

Work Experience

Asst. New Media Developer | Indiana University Communications *July 2017 to present*
(PHP, Laravel, MySql, Javascirpt, JQuery, XML, XSLT, Velocity, Google Analytics, Bootstrap, Basecamp, Github)

- Developing websites for Schools of Indiana University using IU Web Framework and PHP Laravel Framework.
- Using Web Content Management System to track and manage changes to websites.
- Developing API's to automatically transform large XML data sets provided by university to Web Pages.
- Projects follow agile techniques and are being managed using basecamp and 10000ft.

Web Developer | Indiana Geological Survey *May 2017 to Aug 2017*
(PHP, Laravel, JavaScript, JQuery, Composer, Microsoft SQL Server, Cold Fusion, Github)

- Developed an Inventory Management System for geologists of State of Indiana to access resources.
- Providing a Restful Web Service to help them perform CRUD operations on the database.
- Front End Web Interface using JavaScript, JQuery and Bootstrap for interacting with the database.
- A Mobile Application for scanning QR Codes and getting Container based data remotely.

Mobile App Developer | University Information Technology Services *January 2017 to May 2017*
(React JS, Redux, ES Lint, Babel, Enzyme, Jest, Code Climate, Travis CI, Github)

- Developed Mobile Application for managing their tasks for Indiana University Employees and Students
- Used React and Redux JavaScript Frameworks to develop hybrid app for both IOS and Android.
- Testing Frameworks like Mocha, Enzyme are used to test the app for bugs and enhancements.
- Developed an API for mobile app to interact with Indiana University Servers and databases.

Web Developer Summer Intern | HCL Technologies *April 2015 to June 2015*
(PHP, JavaScript, HTML, CSS, MySql)

- Led a team to design an online study assessment portal for students.
- The Website is focused on providing free textbook PDF's and reputed study materials to students for free.
- Students can test themselves using mock tests feature and gain points on their profile.
- Followed agile techniques to plan and iterate through the workflow collaborating with a team of 4 people.

Projects

Apache Airavata *August 2017 to Present*
(Apache ZooKeeper, Thrift API, Micro Services(various), RabbitMQ, Docker,Apache Jenkins)

- Open Source Contribution to open source software framework Apache Airavata.
- Apache Airavata is an open source framework for managing larage scale applications.
- Apache Airavata is based out of service oriented architecture focused on using Scientific Gateways.
- Communicating between micro services using message passing tools like RabbitMQ, ZooKeeper.
- Uses Docker to containerize the Micro Servcies developed to make them platform independent.
- Uses Apache Jenkins to provide an automatic build system by integrating to GitHub.
- Micro Services take advantage of IU's VM Cores through JetStream before being developed and later pushed to the repository.

BLOG (Personal) *June 2017 to Present*

(PHP, Laravel, Composer, JQuery, JavaScript, Blade, Heroku,)

- Developed a personal blog website which will describe my resumé on the welcome screen.
- Visitors can login to the website or check the discussion section to know the previously asked questions by other users.
- Users can also send a message or ask a question to the group discussion.
- Visitors can track their history of their own messages by visiting history section.
- Visitors can track the reply of the admin specifically with the tag ADMIN.
- E-Mail Verification is necessary to get access to your profile page.

IU Social *January 2017 to May 2017*

(PHP, MySQL, JavaScript, Bootstrap, JQuery)

- Developed a social networking website for Indiana University students and professors with IU email verifications.
- Website is aimed at providing a social profile for every IU student and professors and help them connect to each other.
- Connected People can chat with each other privately using integrated chat features.
- A dedicated portal for IU students which enables them to know about professor without professor's knowledge.
- Professors can share useful posts and links, which can be viewable by their connections.
- Users or Professors can create groups and pages. They can add people to the group or invite them to pages.

Medion *August 2016 to May 2017*

(Spring Boot, Android SDK, Java, SQLite, Google, Firebase API, Postgres, Rest API)

- Native Android Application, which suggests restaurants for the user groups to meet at median point of all users in group.
- An algorithm calculates effective distance of each user in the meeting group to a good rated restaurant in the vicinity.
- Users can form groups and make people in the group notified when the admin decides the final place.
- The place is picked using an algorithm which calculates the effective coordinate for the users in the group
- Users can request a new place if not satisfied with the suggested restaurant.

BTown Gadgets *August 2016 to May 2017*

(Java EE, JSP, Servlets, Bootstrap, PostgreSql, Maven, Github)

- Developed a dynamic web application for renting electronic gadgets in Bloomington.
- Users can add their desired items to the cart and can checkout at any time.
- Confirmation Email and return dates are sent to the users after payment.
- Application is developed as a team of 4 people under the guidance of IU Professor Ali Ghazinejad.

Game Maker *August 2016 to November 2016*

(Java, Mockito, Bamboo, JIRA, Maven, Thymeleaf, Spring MVC, Hibernate, WebStart etc.)

- Native Java Application which uses prebuild Java library to generate dynamic ATARI games
- Users can create a game by dragging sprites from the dock into the arena.
- Users can save the progress the game creation at any point of time.
- Users can constraint the gaming process by adding scores, speed of the sprites and setting terminating conditions.

Technical Skills

Languages	Java, JavaScript, C, C++, PHP, Python, SQL, HTML, Ruby
Databases & Servers	PostgreSQL, MySQL, Glass Fish, Oracle 10g, Apache Tomcat, Heroku, AWS, Mongo DB, Solr, Lucene, Redis
Frameworks & API	Spring MVC, Spring Boot, React JS, Node JS, JQuery, Angular JS, Thymeleaf, JPA, Redis, JUnit, Symfony , Zend, Laravel, Mockito, Bootstrap, Mocha, Jest, Redux, Enzyme, Google API, Firebase API, Rest API, Vue JS, Python Flask, Thrift API
Tools	GitHub, JIRA, Slack, CodeClimate, Travis CI, SonarQube, Eclipse, Android Studio, Spring Tools, Adobe Suite, WCMS Cascade Server, Basecamp, Trello, ZooKeeper, RabbitMQ, Docker, Jenkins.