

# 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, JavaScript, 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

**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.

## BTownGadgets

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

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<b>Languages</b>	Java, JavaScript, C, C++, PHP, Python, SQL, HTML, Ruby
<b>Databases &amp; Servers</b>	PostgreSQL, MySQL, Glass Fish, Oracle 10g, Apache Tomcat, Heroku, AWS, Mongo DB, Solr, Lucene, Redis
<b>Frameworks &amp; API</b>	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
<b>Tools</b>	GitHub, JIRA, Slack, CodeClimate, Travis CI, SonarQube, Eclipse, Android Studio, Spring Tools, Adobe Suite, WCMS Cascade Server, Basecamp, Trello