

SUMMARY

- 8 months of internship experience at SOTI Inc. and 11 months of professional experience at IBM India.
- Proficient in backend software development via industry exposure to Microservice architecture.
- Skilled in statically typed languages, predominantly Java and C#, currently learning front-end development.

EXPERIENCE

SOTI Inc.

Mississauga, ON

Software Developer (Intern)

Jan 2023 - Aug 2023

- Created Import Profiles API, allowing users to import device information in **MobiControl** (an Enterprise Mobility Management software) and reducing data entry effort by 80%.
- Improved device security by reengineering MobiControl's certificate authentication logic, ensuring 100% accurate information storage.
- Employed Jenkins pipeline for continuous integration and deployment (CI/CD), Gherkin and SpecFlow for behaviour or automated tests, and NUnit for unit testing.
- **Leveraged:** C# (.Net Core), TypeScript (Angular), MS SQL Server, Gherkin (Specflow), NUnit, Postman

IBM India Private Limited

Pune, India

Associate Software Engineer - Band 6

Feb 2021 - Dec 2021

- Engineered a successful migration of **Oncor's** (an energy delivery company in Texas) legacy codebase to Java 8 and Spring Boot.
- Developed API documentation with Swagger, reducing onboarding time for new team members by 50%.
- Achieved 90% code coverage (line and branch) by executing test-driven development (TDD) practices, utilizing JUnit and Mockito for unit testing.
- **Leveraged:** Java (Spring Boot), PostgreSQL, Groovy, Gherkin (Cucumber), JUnit, Mockito, SOAP

EDUCATION

University of Windsor

Windsor, ON

Master of Applied Computing

Jan 2022 - Aug 2023

The Northcap University

Gurugram, India

Bachelor of Technology in Computer Science Engineering

Jul 2016 - Jul 2020

SKILLS

Proficient: Java (Spring Boot), C# (.Net Core), HTML, CSS, JSON, Git, Jira, REST APIs, Agile (Scrum), Debugging

Familiar: JavaScript (React, Angular), NodeJS, Linux, SQL (MS SQL Server, PostgreSQL), NoSQL (MongoDB)

PROJECTS

Zomaze (Master's Project)

- Led a team of 8 to design and develop a 3D maze game, earned an A+ grade for all project milestones.
- Integrated player movement functionality using device gyroscope and accelerometer, enhanced player immersion by adding 20+ sound effects that responded to player actions. ([GitHub Link](#))

Click the [link](#) to view my portfolio and personal projects.