

SATTVIK PALTA

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SUMMARY

Software Developer with roughly 2 years of professional experience with back-end software development, building and evolving large scalable systems. With a deep understanding of software engineering, system design, and code best practices, I can deliver contributions that solve business problems, improve quality, and elevate cross-functional collaboration.

EXPERIENCE

SOTI Inc | Software Developer (Intern) | Mississauga, ON | Jan 2023 - Present

- Develop solutions for SOTI MobiControl, streamlining device management for 17,000 enterprise customers leveraging **TypeScript (Angular)**, **C# (.NET Core)**, and **MS SQL Server**.
- Create Import profiles API as part of an Import/Export feature, allowing users to import device information, resulting in an 80% reduction in profile recreation time, saving \$31,440 per customer annually.
- Implement advanced encryption and decryption measures for passwords during the Import and Export of device profiles to enhance data security, yielding a 95% reduction in vulnerability to breach risks.
- Revamp certificate-based authentication workflow by reengineering profile handling, ensuring 100% accurate device information storage and eliminating incorrect certificates.
- Employ **Jenkins CI/CD** pipeline for continuous integration and deployment, Test Driven Development (**TDD**) practices, automated testing with **Gherkin** and **SpecFlow**, and unit testing using **NUnit**.

IBM India Pvt Ltd | Associate Systems Engineer | Pune, India | Jan 2021 - Dec 2021

- Engineered a successful migration of a legacy codebase from its previous architecture to **Java 8** and **Spring Boot**, boosting software performance by 30% across critical application functions.
- Deployed a suite of loosely coupled REST APIs using Java, Spring Boot, PostgreSQL, and Apache Kafka, leading to improved response times and scalability.
- Built comprehensive API documentation using Swagger to facilitate collaboration and communication between development teams.
- Ensured software quality by executing Test Driven Development (**TDD**) practices, utilizing **JUnit** and **Mockito** for unit testing, achieving 90% code coverage and reducing post-production defects by 50%.

MASTER'S PROJECT

Zomaze | Windsor, ON | Jan 2022 - Apr 2022

- Led a team of 8 to design and develop a 3D game with **Figma**, **C#** and **Unity**, earned an A+ grade for all project milestones.
- Directed sprints, estimated JIRA stories, and conducted design and code reviews for 4000+ LOC to ensure consistency and efficiency.
- Integrated player movement functionality using device gyroscope and accelerometer, enhanced player immersion and interactivity by adding 20+ sound effects that dynamically responded to player actions.

PERSONAL PROJECTS

- **Lullaby**: Platform created with **React**, **Redux**, **Tailwind CSS**, **Shazam Core API**, and **Geo Ipify API** that allows users to search and stream music, select genres, read lyrics, find related songs, and songs based on a user's current location ([GitHub](#)).
- **StashTank**: Cloud storage web application utilizing **React**, **Bootstrap**, and **Firestore** (File Streaming Database) that lets users store, download and manage files, and navigate between folders (nested folders) using breadcrumbs ([GitHub](#)).
- **Babble**: Responsive web application built with **React** and **Firebase**, allowing real-time chat communication between users ([GitHub](#)).

EDUCATION

- **University of Windsor** | *Master of Applied Computing* | Windsor, ON | Expected Sep 2023
- **The Northcap University** | *Bachelor of Technology in Computer Science Engineering* | Gurugram, India | Aug 2016 - Jul 2020

SKILLS

Java (Spring), C# (.Net Core), JavaScript (React, Angular), Git, HTML, CSS, Agile (Scrum), Linux, SQL (MS SQL Server), Node, REST APIs