

# SUJITH DACHEPALLY

<https://www.linkedin.com/in/sujithdach>

<https://sujith-dach.netlify.app/>

+61 403967319

[sujithdachepally24@gmail.com](mailto:sujithdachepally24@gmail.com)

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## CAREER OBJECTIVE

Dedicated Software Engineer with a passion for crafting, efficient, and maintainable solutions. Fuelled by a curiosity for emerging trends and a passion for problem-solving, my goal is to contribute my skills in software development to create innovative solutions that not only meet but exceed user expectations. By collaborating with diverse teams, embracing challenges, and staying committed to lifelong learning, I aim to make a meaningful impact while nurturing a fulfilling and growth-oriented career journey.

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## EDUCATION

### Bachelor of Engineering (Honours) - Software

Feb 2021 - Mar 2023

University of Technology Sydney

- **Accolades:** Dean's List of Engineering 2023
  - **Scholarships:** UTS International Undergraduate Pathway Scholarship (25%)
  - **Grades:** WAM: 83.60 (Distinction) | Software WAM: 88.2 (High Distinction)
  - **Projects:** Collaboratively, developed a restaurant web app using Next JS, HTML, CSS and JS with all the functionalities. Git: <https://github.com/tomi13909472/SESproject>
  - Developed a model canvas website where tutors can automatically and manually allocate students to group using Next JS, Mongo, and Okta Authentication. Git: <https://github.com/SujithDach/StudyGroup-Uni-project>
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## EXPERIENCE

### UTS Rapido

Aug 2022 - Present

#### Associate Software Engineer

- Developed award-winning web and mobile projects with consistent high-quality delivery using React JS, Angular JS and React Native frameworks.
- Developing and maintaining existing codebases, using custom react hooks and context for more maintainable components and using indexing for database optimisation and writing unit tests using Jest.
- Written APIs using .NET, NestJS, and Python showcasing proficiency in crafting scalable solutions across multiple tech stacks.
- Managed integration processes by adding CI pipelines for smooth collaboration.
- Collaborated with cross-function teams, following agile software methodologies, to ensure effective workflows and timely project completion.

### Mark Logic

Aug 2022 - Jan 2023

#### Software Support Engineer

- Enhanced support team efficiency by building a web dashboard using PERN stack and react-redux for the state management, resulting in 22% improvement.
- Implemented intuitive user interfaces for optimal data visualisation and analysis using Figma.
- Used various project management tools like Jira and Confluence to track project progress and also used git for version control code management.
- Implemented basic security features and authentication such as session management, input validation, and output encoding to protect the platform against XSS and CORS attacks.

### Optik Engineering Consultancy, Sydney

May 2022 - July 2022

#### Software Engineering Intern

- Majorly contributed in developing and redesigning the medical imaging website, which resulted in client satisfaction.
- Streamlined the website for medical solutions using PERN stack, implementing REST API protocols to enhance responsiveness. This involved setting up a proper frontend and backend.
- Integrated custom medical imaging tools using the cornerstone react library.

**Coding Instructor**

- Educated young learners aged 7 to 15 in coding concepts, nurturing early interest in technology.
  - Empowered students with STEM-related knowledge, enhancing critical thinking and problem-solving skills.
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**TECHNICAL SKILLS**

- Programming Languages: Javascript, Typescript, Python, Java, and C#.
  - Frameworks: React, React Native, Angular, Dash, Nest JS, .Net, Expo, Next JS, Node JS, Express JS, Redux, Bootstrap, Chakra, and Semantic UI.
  - DevOps: Docker
  - Rest API Tools: Swagger UI, Postman
  - Relational Database Languages: PostgreSQL, SQL, MySQL
  - No SQL Database Languages: Firebase, Firestore, MongoDB
  - Styling Language: CSS, CSS3, and SCSS.
  - Structural Language: HTML, HTML5
  - Agile Tools: Jira, Confluence, Miro
  - Version Control: Git, Github, Gitlab
  - Design and Visualisation Tools: Figma, Lucid chart, Draw.io, and Canva
  - Testing: Jest, Storybook (Unit testing for UI Components)
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