SYAM S L

<u>LinkedIn</u> | □ +91-7907259768 | ⊕ <u>Portfolio</u> | M syam.s.l1998@gmail.com | • GitHub

Skills

- HTML | CSS | JavaScript | ReactJS | Angular | Redux | GraphQL | TypeScript | MongoDB | MSSQL | NoSQL | NodeJS | Express | Git
- Full-Stack | Azure | Azure functions| CI/CD Pipeline | OOPs | English, Malayalam All professional proficiency or above

Education

College Of Engineering Attingal, IHRD

BTech in Computer Science and Engineering. (CGPA 7.18)

Sree Aurobindo Public School

All India Secondary School Examination - 10th grade (CGPA 9.8)

GHSS Navaikulam

Kerala Higher Secondary School Examination - 12th grade (95%)

Experience

Trivandrum, India

06/2017 - 05/2021

Trivandrum, India

06/2017 - 05/2021

Trivandrum, India

06/2017 - 05/2021

Software Engineer

Paripoorna Software

Chennai, India 04/2022 - 11/2023

- Led the design and development of multiple enterprise-level microservice applications of Shipping and logistics, driving \$60-\$67 million of revenue every year using the latest technologies of React, Redux, GraphQL, NodeJS, MSSQL, MongoDB, Azure Functions, Azure.
- Easily transitioned to MSSQL demonstrating flexibility and a rapid learning curve to leverage effectively emerging tools and frameworks, ensuring the adoption of best practices and staying ahead of industry trends.
- Ensured customer satisfaction by delivering solutions that met and exceeded their expectations, leading to long-term partnerships and repeat business.
- Ensured compliance with relevant industry regulations and standards, maintaining the integrity and security of sensitive data
 and transactions. Developed and maintained high-quality code, adhering to best practices and standards to ensure scalability,
 performance, and maintainability of applications.
- Collaborated with cross-functional teams to gather requirements and ensure seamless integration of development and
 operations processes. Demonstrated proficiency in React, Redux, Node.js, and GraphQL
 as desirable skills, ensuring versatility and adaptability in addressing project requirements.
- Conducted knowledge-sharing sessions and training programs for team members on best practices and mentored junior team members, providing guidance and support to help them grow their skills and contribute effectively to project success.
- Led the development of several products E2E, from identifying system requirements and partner dependencies to workload balancing, software implementation, engineering, testing, and configuring metrics, alarms, monitors, and dashboards.
- Continuous Integration/Deployment Pipeline Integration, pull requests.
- Solicited feedback from users and stakeholders, incorporating their input into iterative development cycles to continuously improve product functionality and user experience.

Software Engineer, Intern

Brototype

Kochi, India 07/2021 - 03/2022

- Implemented enterprise application e-commerce website using NodeJS, React, AWS, ExpressJS, and MongoDB.
- Designed and developed systems to perform various optimizations inside the e-commerce ecosystem.
- Automated and optimized business logic for the core marketing experiments.
- Integrated third-party services and APIs to enhance the functionality and features of the e-commerce platform, expanding its capabilities and providing a seamless user experience.

Projects

• ECOMASA: Developed an e-commerce website using MERN Stack. Firebase is used for authentication. It has complete features that admin like product management can access, user management, order management, admin dashboard, offer management, coupon management, sales report, and integrated third-party APIs eg PayPal, Stripe, Cloudinary, and ChartJS. On the user side, there is a user profile, and order history where the user can cancel the order. Ant Design is used for styling applications. (11/2021)

GitHub Repo Frontend: https://github.com/syamsl19982/ecomasa_client

GitHub Repo Backend: https://github.com/syamsl19982/ecomasa-backend

• STREAMS: Developed a video live streaming app using ReactJS, RTMP server, and data stored in JSON server. OAuth2.0 is used for the Google authentication for the user. In this app, users can create, edit, and delete the streams and a user can create multiple channels for live streaming. Material UI is for styling the application. (02/2022)

GitHub Repo: https://github.com/syamsl19982/streams