Teja Swaroop Sayya

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https://linktr.ee/tejasayya | Software Engineer

EDUCATION

Bachelors of Technology, Computer Science ***June 2021***
B V Raju Institute of Technology at Hyderabad | CGPA: 8.1/10

EXPERIENCE

System Engineer, Infosys-India, Hyderabad (Loreal DB) ***Oct 2022 – May 2023***

- Developed & Implemented data-driven solutions by building robust NodeJS applications
- Created API's for various applications & services & integrated with databases/servers
- Built advanced dashboards using ReactJS to Identify trends/patterns in customer behavior
- Optimized application performance by analyzing & tuning MySQL queries & database
- Streamlined information gathering activities to increase productivity using Google Cloud platform & contributed repositories in GitHub. Implemented REST & SOAP web services
- Utilized jQuery, JavaScript, CSS and HTML to develop frontend features.

Data Engineer, Infosys-India, Hyderabad (CMS Health Deltalake) ***June 2021 – Oct 2022***

- Automated ETL processes using Tableau prep by transforming the data each time source data is updated across different sheets. The process of updating error-free data saved 35 manual hours per month.
- Designed & executed dashboards using Tableau & PowerBI for data-centric solutions.
- Enhanced efficiency by optimizing data collection processes with python scripts & Google Cloud Platform, actively contributing to GitHub repositories. Managed data pipelines in GCP & addresses potential risks over it.
- To improve client operations efficiency, switched to ReactJS for interactive dashboards.

SKILLS

Data Structures and Algorithms (DSA), Object Oriented Programming
Back End: Java, Python, MySQL, NodeJS
Front End: HTML/CSS, Bootstrap, JavaScript+ES.next, ReactJS
Data warehouses: BigQuery(GCP)
Cloud: Google Cloud Platform
Tools: JIRA, Apache Airflow, GitHub, Git, PowerBi, Tableau
Others: SDLC (Agile, Scrum), Prompt Engineering

ACADEMIC PROJECTS

- **Augmented Reality Game**: GitHub Repository Oct-2019
  It is a 3D gaming application that makes use of a camera module to record a real-time environment. On the 3D plain virtual items like enemy UFO's hover & we can use buttons to blast those Objects.
- **Gesture Control**: GitHub Repository Sept-2020
  System Application which uses a blank canvas and using our fingertips gestures to draw & represent using multiple colors. It uses Python libraries like OpenCV, numpy, pandas. Used best in virtual Meetings for a productive representation.