#### RESUME

### **Snehal Hemant Pitrubhakta**

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## **Education Details**

- Scored **84.93**% in **SSC** From R.Z.K. Vidyalaya, Malegaon (2009).
- Scored **68.33**% in **HSC** From M.S.G. College, Malegaon (2011).
- Scored **67.58**% in **B.Sc.(Comp.Sci.)** From M.S.G. College, Malegaon (2014).
- Completed **MCA** from Department of Computer Science, Pune University with 3.2 (out of 6) GPA(2017).

### **Technical Skills**

- **Programming Languages**: C, Python, HTML, javascript and familiar with C++, java and Golang.
- Tools: Git, Vim, Linux

# **Internship Details**

Company Name: Sybase and SAP Labs.

Duration: 6 months

Project Title: Omni channel Banking application.

# **Projects and Assignments**

- Messenger App:
  - o Technologies:
    - **Front end**: Html, javascript (ajax and jquery), css, bootstrap.
    - Web backend : mod python.
    - **Application backend** : postgres sql, python, apache server.

### • **Description**:

A messenger which works asynchronously. Basic features of this web app are login, register, compose and send message to another user, show inbox, sentbox along with that users can subscribe services like labels and filters.

## • GNU make like small utility:

- **Technologies:** Python language for development.
- Description:

In this project I have created a GNU make like utility. Features included are it will build those files which are updated after first build. By parsing whole it will resolve dependencies and apply flags. Moto behind this project is to understand working of make and get knowledge of development of utilities like make.

### • Logger:

- **Technologies:** Go language for development.
- Description:

This is logger package for make various logs while executing any application. This will work as built in logger functionalities provided by various languages.

## Objectpool:

- **Technologies:** Go language for development.
- Description:

This assignment is about creating pool for storing objects which are expensive for creation, main intention behind this is to reuse and share objects which are stored in pool.