

Vanshika Lal

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Objective

A driven and versatile Software Developer seeking opportunities to leverage my technical expertise in innovative software solutions, while continually enhancing my skills in problem-solving and development.

Skills Summary

Problem-Solving: Strong logical thinker with a creative approach, excelling at investigating root causes and developing effective solutions.

Continuous Learning: Passionate about self-improvement; actively engage in mentorship, personal study, and side projects to build new skills.

Technical Skills:

- **Languages & Tools:** Python, C#, C++, Java, JavaScript, React, QML, HTML, CSS, Excel VBA, AWS, WebMethods, Automation Anywhere, MATLAB.
- **Frameworks & Platforms:** AWS (Lambda, CloudFormation, S3, Cognito), Vue.js, React, Android Studio, Git, Bitbucket, GitLab, Selenium, Playwright, Postman.
- **Concepts & Practices:** Object-Oriented Programming (OOP), Data Structures, Algorithms, Machine Learning, Design Thinking, Project Planning, Agile Methodologies.

Education

Bachelor of Engineering in Computer Systems Engineering
University of Auckland | 2022

- Awarded **Best Presentation** for Design Paper 115, Semester 1

Papatoetoe High School
Secondary Education | 2018

- Excellence Endorsement (Level 1 & 3), Merit Endorsement (Level 2)

Experience

GRADUATE SOFTWARE DEVELOPER | JEMENA (MELBOURNE) | 2023 - PRESENT

- **Integration Team (6 months):** Automated BAU processes using WebMethods, AWS Lambda, and CloudFormation. Contributed to Java development, testing (JUnit, Cucumber), and project management (Git, Bitbucket, GitLab).
- **Automation Team (6 months):** Automated processes with Automation Anywhere and MS Power Platforms. Developed C# APIs and created business-facing Quick Reference Guides (QRG).

- **Electricity Value Stream Team (3 months):** Automated UI testing with Playwright. Supported BAU ticket resolution.
- **Customer Value Stream Team (Present):** Developed serverless solutions (AWS Lambda, DynamoDB, SQS, Pinpoint & Step Functions), worked on web applications (Vue, React), and provided ongoing BAU support.

GRADUATE SOFTWARE ENGINEER | TURNERS | 2022-2023

- Worked in an Agile environment, writing automated tests (Java, Cucumber, Cypress, Selenium, Playwright) and collaborating on web applications using Vue and C#.
- Tested REST APIs using Postman and shared knowledge with team members.

SOFTWARE ENGINEERING INTERN | FTEK | 2021 – 2022

At FTEK, I developed an HMI (Human Machine Interface) using Qt Creator for a greenhouse robot.

- Developed a Human-Machine Interface (HMI) for a greenhouse robot using Qt, C++, and JavaScript.
- Collaborated with a team to implement UX/UI elements, point cloud visualization, and project management (GitLab, Git).

IT SUPPORT | CPRLIVESAVER | 2021 - 2022

At Cprlivesaver I created a report generator which can be viewed [here](#)

- Developed an Excel-based report generator using Visual Basic and a dashboard in Google Data Studio.
- Documented technical processes to derive business insights.

TECHNOLOGY TUTOR | BRAIN PLAY | 2021 - 2022

- Taught students (aged 5-15) in JavaScript, Python, robotics, 3D printing, and more. Managed classroom behavior and provided personalized coaching to foster creativity and problem-solving.

RETAIL SALES ASSISTANT | COTTON ON | 2019 - 2021

- Provided customer service, managed point-of-sale transactions, and performed stock management.

Technical Projects

HANDWRITING RECOGNISER (PYTHON)

- Built a program to predict user-drawn digits using machine learning (Linear Regression, CNN) and designed the UI with PyQt5.

FLAPPY BIRD (VHDL)

- Developed a Flappy Bird game using a DE0 board, PS/2 mouse, and VGA screen, implementing training and single-player modes with efficient resource utilization.

RENTAL MOVIES APP (JAVA & ANDROID STUDIO)

- Developed an Android app with a simulated database and enhanced user experience (UX) through animations and responsive design.

Interests

I have an interest in reading and listening to crime-related podcasts. Currently also learning rollerblading