VIJAYENDRA MUDIGAL || http://vijayendra.mudigal.com || +91 900 800 5996 || vijayendrap@gmail.com

SUMMARY

- Full stack developer/expert with devOps and managerial experience for 10 years architecting and building **scalable**, **performance** oriented, **resilient** web/mobile applications from ground zero.
- Extensive knowledge in **Object Oriented Programming**, **Algorithms**, **Data structures**, complete "**Software Development Life Cycle**" providing **Design Specification** with **UML** representations such as **Use-case Diagram, Activity Diagram, Sequence Diagram, Class Diagram**.
- Comfortable developing **J2EE** application from scratch using technologies like **Spring, EJB, JPA, Hibernate, MySQL, Java Mail API, Apache Solr, Elasticsearch, ActiveMQ, JMS, Transactions, Apache Tiles, JSP, Bootstrap, Ehcache** and deploying in **Tomcat, Jetty**, **JBOSS 4.2.3, Openshift, Google App Server, Jelastic, Cloud Foundry, Cloudbees, Google Cloud SQL having repositories in BitBucket, Github.**
- Developed "G.H.U.T" to understand usage of **Bootstrap** framework and **Google App Engine PAAS**.
- Sudoku Together (Version 1), Sudoku Together (Version 2) and Sudoku Together (Version 3) are the self-learning projects developed to get the hands on web-sockets.
- **Dasha Pramathi** (http://www.dashapramathi.org) is one of the self-learning project I enjoyed (1400+ Likes on Facebook) whose code based is committed in **Atlassian BitBucket** privately, Application Servers, Database Server and Continuous Integration Server hosted on **Redhat Openshift PAAS**, analytics powered by **Google Analytics** and bug tracking system managed by **Atlassian Jira** (more). Dasha Pramathi android applications are available in Google Play Store
- Experience with design patterns such as **singleton, factory, proxy, observer, adapter, decorator, visitor, iterator, state, template** etc.
- Architected an application suite with **micro-service** architecture using **Reverse Proxy Server**, **Service registration and discovery service** such as **Eureka (Netflix OSS)** and **Consul**, Configuration server, **Keycloak's IAM** server, **SpringBoot** application with **MongoDB** using **Vagrant** and **VM VirtualBox**.

EXPERIENCE

SENIOR SOFTWARE ENGINEER

CONCUR - SAP COMPANY [NYSE: SAP]   November'16 - Present

Hands on: Java8, RxJava, JEE, Spring Boot, Cloud computing, Aspect Oriented Programming, Micro-services, Consul, CouchBase Zuul, Okta, Elasticsearch, Logstash, Kibana, Redis, GitHub, Docker, Docker-compose, Kubernates, AWS – EC2, JFrog Artifactory, Kitematic, RabbitMQ, Vagrant, Jenkins, Hibernate, Swagger, AngularJS, JQuery, Bootstrap, Maven, Gradle, MySQL and Agile - Scrum

SERVICES INNOVATION
- Led a team of 14 developers (3 scrums) to build an application which provides the gamification environment among developers.
- Base-lined the technology stack, architected the platform, built and integrated the infrastructure which includes centralized session store (Redis), centralized logging system (ELK), Security (Okta), Deployment (AWS/Docker/Kubernetes), etc from ground zero to support polyglot applications to interact with each other in a micro service based ecosystem.
- Analyzed and implemented the build, deployment pipeline using Jenkins, Artifactory and K8S clusters for the team in India after interacting with multiple teams in US and EMEA.

CONSULTANT ENGINEER

ARIBA INC - SAP COMPANY [NYSE: SAP]   March'13 – October'16

Hands on: Java, JEE, MongoDB, Zookeeper, Hadoop, Hbase, Apache Avro, Perforce, Git, Maven and Agile - Scrum

BUYER DEVELOPMENT TEAM – [Catalog, Invoicing, Content]
- Design and developed the Catalog Extract Feature which includes having snapshot of the catalog base for each transaction, mapping and converting avro data to json, schedule task which cleans the catalog snapshots periodically and implementation of asynchronous persisting of data using threads.
- Incubated on migrating database from Oracle to HANA in-memory database based on business needs.
- Developed "Evaluated Receipt Settlement"/Automatic Invoicing Feature and invoice UI 2.0 feature which required the complete re-design of Invoice feature.
- Handled the basic performance tuning and security analysis for the content management system module.
- Responsible for export of catalog data in vanilla format from HBase to HDFS using a Hadoop job.

SOFTWARE ENGINEER

ZYNGA GAME NETWORK [NYSE: ZNGA] *December'11- Febraury'13*

Hands on: Java, Spring 3, Hibernate 3/4, JPA, JTA, MySQL 5/5.5, Apache Tomcat, Maven, SVN, Firebug, Eclipse, JQuery, JSON, Web Services – RESTful API's, Agile – Scrum, Liferay, Apache Solr, ActiveMQ

ZYNGA PLAYER PLATFORM - PLAYER SUPPORT
- Implemented few POC's for taking "**Player Support**" for Zynga on development which introduces social aspects to the web. I was responsible for design and development of the complete backend.
- Designed and implemented a **Spring-Hibernate-MySQL-Maven** Project for condition based seeding of 15 million data into the database which was used for the "**Platform Analysis Benchmark**".
- Adopted **SHA 256 encoding standard, AES encryption/decryption model, Re-Captcha** and developed **"Centralized Mail Utility", "Profanity Filtering Engine", "Email Template Strategy"** for the **ZPS Registration flow**.
- **Account Management** for the Social Platform which involved **Forgot Username** and **Forgot Password** Feature.
- Complete product development of "**Moderator Tool**" for Player Support.
- Design and developed Award-Ville, a web application which helped the IDC for the internal award nomination purposes.

SOFTWARE ENGINEER 2

JUNIPER NETWORKS, INC [NYSE: JNPR] *June'10 - November'11*

Hands on: Java, J2EE, EJB 3, Hibernate 3, JPA, JMS, JNDI, JTA, Servlets, MySQL, JBoss 4.2, Apache Tomcat, Perforce, Firebug, Apache Ant, Apache POI, IntelliJ, ExtJS, JSON, XML, Web Services – WSDL, RESTful API's, Linux, Android, Agile – Scrum

JUNOS SPACE - NETWORK APPLICATION PLATFORM
- Took the initiative to build the basic foundation of **designing and implementing** the end to end UI, with the best practices as mentioned in "**Android UI Design Patterns**" by **Google**, during the development of **Junos Space** for android devices as a part of guiding and mentoring team members. Also, took the responsibility of integrating **REST API's** with the front-end. [Demonstrated to **Paul McNulty - Vice President, Service Automation** on his visit to India]
- Designed and implemented an idea of developing "**Template for Junos Application**" which reduces the time of creating a basic application in 'Junos Space' to around 60%.

ENGINEER - SOFTWARE DEVELOPMENT

NOKIA SIEMENS NETWORKS PRIVATE LIMITED *October'08 - June'10*

Hands on: Java, J2EE, EJB 2.1, EJB 3, Hibernate 3, JPA, JNDI, Servlets, Oracle, IBM Clearcase, IBM Websphere, Tortoise SVN, Firebug, Pencil, Apache Ant, Apache Maven, Eclipse, RichFaces, XML, Agile – Scrum, Water- Flow model, Linux, Solaris, HP Quality Center, J-Unit, Easy mock, Power mock, Install Anywhere

NETACT ™ - NETWORK MANAGEMENT SYSTEM (Versions: 0.5 & 1.0)
- Involved in complete life cycle development of the product.
- Developed link detection functionality for Juniper MX network elements, dynamically fault recognition, Sub network feature, Assign/Un-assign feature etc

GRADUATION
Bachelor of Engineering, Information Science *June'03 - June'07*
The National Institute of Engineering, Mysore

INTERESTS
- Photography, Acting, Gaming, Yoga, Sports, Trekking, Swimming.
- Enjoy solving problems and Puzzles

ACHIEVEMENTS
- Won 1st Prize in Code-a-thon 2014 competition and participated in Code-a-thon 2016 at Ariba Technologies
- Table Tennis - State Level (Thrice), Winner in Singles and Runner in Doubles at Zynga TT Tournament
- Organized short trips and treks of small groups
- Awarded as the most active person during Unit day at Infosys