OBJECTIVE: I believe I am a **creative**, **self-starter**, **quick learner** and **dedicated Java/JEE Backend Developer** seeking a full-time, permanent position with a company that will utilize and further enhance my knowledge. Constant learning motivates me to the core. I have a passion for emerging technologies.

SUMMARY

- Java/JEE backend developer with around 8 years of 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, 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, Goolge Cloud SQL having repositories in BitBucket, Github.
- Working experience in Android [Intents, Activity, GPS, Google Maps API, Facebook API], SQLite, REST API's, JSON etc designed and developed applications namely "mFinance" and "mReminder" (www.vijayendramudigal.webs.com/Reminder.apk) from scratch for android with self interest. Prior to that I was involved in "Junos Space" for Android initiation and development at Juniper Networks, Inc.
- Created a project as part of self-learning, http://www.socialgallery.in to get hands on experience of Google Cloud SQL. (Code on: BitBucket)
- Developed "G.H.U.T" to understand usage of Bootstrap framework and Google App Engine.
- 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 the self-learning project that I am currently working to make sure I do not forget the technologies that I had worked on. Dasha Pramathi android applications are available in Google Play Store

EXPERIENCE

SOFTWARE CONSULTANT ENGINEER

ARIBA INC - SAP COMPANY [NYSE: SAP]

March'13 - Present

Hands on: Java, proprietary languages AML, AWL, AQL and Agile - Scrum

BUYER DEVELOPMENT TEAM - Catalog

- Involved in the development of Catalog Extract Feature where I was responsible for mapping and converting avro data to json and take the snapshot of the complete catalog based for each transaction. Implemented a schedule tasks which cleans the catalog snapshots. Created a thread which does the dumping job asynchronously.
- Implemented the external contract feature where I worked on parsing the data got from SOAP api and index the same to arches server.
- Had an opportunity to work on database migration from Oracle to HANA in-memory database
- Developed "Evaluated Receipt Settlement"/Automatic Invoicing Feature.
- Worked on hundreds of bug fixes.
- Current working on Invoice UI 2.0 feature which involves the complete re-design of Invoice feature.

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**".

- Implemented 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.
- End to end development of Award-Ville 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%.

Service Now / Service Insight (Versions: 2.1, 11.2 and 11.3)

- **Event Profiles**: Implemented the search functionality from the events editable paginated grid which is specific to a bundle. Also a task to show the selected events.
- **Auto Submit Policy**: Designed and developed the end to end functionality which includes deleting auto-submit policy, enabling/disabling auto submit policy, exporting auto submit policy and associating devices to a policy.
- **Proactive Bug Notification (PBN)**: Designed and developed both front-end and back-end logic for actions like deleting multiple PBN data as a job, e-mailing PBN data as a job, Assigning owner for a PBN data.

FNGINFER - SOFTWARF 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 and 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
- Developed the protected path in Transport Manager

GRADUATION

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

INTERESTS

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

ACHIEVEMENTS

- Won 1st Prize in the code-a-thon competition 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