**Summary:**

* Certified AWS solutions architect and certified agile professional SCRUM master.
* Independently developed and published 5 mobile apps using Unreal Engine
* 3+yrs of experience with SQL and NoSQL databases like Postgres, MySQL, Firebase, and MongoDb.
* 5+yrs of experience in software engineering and object-oriented programming in Python, Java, C++.
* Experience deploying micro-service apps based on serverless architecture.

**Education:**

* **Master’s in Information Management**, Syracuse University school of Information Studies 2018 - 2020
* **Certificate of advanced Studies in Data Analytics**, Syracuse University, GPA: 3.92/4 2018 - 2020
* **Bachelor’s in Computer Science Engineering**, St. Francis Institute of Technology, GPA 3.8 2014 - 2018

**Courses undertaken:** Cloud Management, Object Oriented Programming, Web Development, Database Administration, Software Development Lifecycle, Big Data Analytics.

**Certification:**

Amazon Web Services Certified Solutions Architect – Associate Dec 2018 - Dec 2020

Profession Scrum Master (PSM1) November 2019

Google Analytics Individual Qualification (GAIQ) October 2019 - October 2022

**Work Experience:**

**Software Engineer at Upstate Interactive:** May 2019 - Present

* Implemented an ETL workflow for collecting, modifying and storing credit card data in Data Lake.
* Developed a crash and error analytics system using REST API to capture and send event driven data.
* Built a CI/CD workflow to aid in DevOps using Gitlab.

**Software Developer at iConsult:** Jan 2019 - May 2019

* Designed prototypes for the customer facing front-end based on client feedback.
* Developed the front end for a client that provided a web-based CRM solution.
* Implemented the backend functionality by integrating Twilio APIs in a dot Net MVC framework.

**Technical Skills:**

Programming Languages: Python, Javascript, NodeJS, C++, Java, R, Solidity

Web Technologies: React.js, Node.js, Sails.js, ES6, HTML, CSS

Database Technologies: PostgreSQL, MySQL, NoSQL, MongoDb, DynamoDb, Firebase, Redis

Cloud Technologies: AWS, Azure, Docker, Kubernetes, GCP, IBM Cloud, Serverless (AWS Lambda)

Frameworks: Apache Spark, Tensorflow, Hyperledger Fabric, Truffle

Software: Git, Visual Studio, Trello, Jenkins, SQL Server, Google Analytics, Unreal Engine

**Projects Undertaken:**

**Software Engineer, Serverless App Developer** September 2019 - December 2019

Collaborated with the City of Syracuse and Syracuse University to create an online form that ran on AWS Lambda to let city government bodies apply for a cyber-safe rating by filling out a form that measured how likely the city could fall victim to cyber-attacks. Used AWS Cognito to ensure identity credentials was stored securely, API Gateway for routing of the site, DynamoDb for serverless database storage and Lambda for serverless processing of the submitted forms.

**Software Engineer, DevOps:** June 2019 - August 2019

Developed a CI/CD workflow on Gitlab to create builds, implement tests and deploy to production. Tests were run on Gitlab provided containers and errors were automatically reported. Created Workflow files to orchestrate the CI/CD process on Gitlab from pushing to deployment.

**Software Engineer, DevOps:** May 2019 - July 2019

Developed a linting workflow that was used company-wide to ensure that all code pushed adhered to their practices. Enforced company code practices using linting libraries like eslint, solhint to ensure errors were thrown or automated fixes were implemented when commits were made and automated these checks using husky for event driven checks when committing with git. Even commit messages were made to be linted as per company rules.

**Software Engineer, Full stack SPA web Developer:** August 2018 - September 2018

Created a food restaurant web app built as an SPA using React.js, ES6 and Firebase as the backend with google sign-in and email verification.

**Software Engineer, Backend SQL Database Developer:**  July 2016 - October 2016

Developed a website that provides reviews of gadgets, using HTML, CSS, PHP and MySQL which was hosted using a XAMPP server.

**Android Apps independently developed and published on PlayStore:** May 2017 - Jan 2019

* **Gem Quest AR:** An AR game where the goal is to collect as many virtual gems as you can within a minute. Made using Google’s ARCore library within 48hrs as part of 2019 Global Game Jam.
* **Rolli:** Using the mobile’s tilt sensor, the player must move the ball without it falling.
* **Epic Pen Fight:** A full 3D pen-fight game with a touch-based physics mechanics. Rays were traced at the touch position force was applied using the impact angle.
* **Math Wiz:** An app to practice solving math problems that are generated on the fly with up to 4 players on the same screen. Problems included arithmetic, ratios and quadratic equations.
* **Quiz:** Based on the TV game show "Who wants to be a millionaire", this quiz game fetches questions using a REST web API.

**Embedded systems developer**: July 2017 - April 2018

Developed an interaction system with mobile devices using only head movement and voice recognition as input. Various functions on a mobile device could be controlled by the user like calling, messaging etc. Arduino and Android SDK, with Java was used.