

EDUCATION

North Carolina State University, Raleigh, NC

Master of Computer Science, anticipated May 2023

GPA: 3.79/4.00

Courses: Software Engineering, Design and Analysis of Algorithms, Automated Learning and Data Analysis

Osmania University, Hyderabad, India

Bachelor of Engineering in Information Technology, May 2021

GPA: 9.0/10.0

SKILLS

Languages: Java, Python, Ruby, C, C++, R

Web Technologies: J2EE, Ruby on Rails, HTML, CSS, Django, Ajax

Databases: Oracle, MySQL, PostGres, Apache Ignite

Libraries: Pandas, NumPy, Keras, TensorFlow

Frameworks: Spring, Hibernate, REST, SOAP, Log4j, Logback, Junit

Operating Systems: Linux, Windows

Tools: NetBeans, Eclipse, RubyMine, Toad, SQL Developer, Control-M, Tomcat, Heroku, Maven, Ant, GIT, SVN, Perforce, Jenkins, Chef, AWS, GWT

WORK EXPERIENCE

Software Engineer Intern, Informatica Corporation, Redwood City, CA

May 2022 - Aug 2022

- Designed and developed subscription based notification system for targeted build error alerts
- Developed Jenkins plugin to purge jobs in the build queue
- Automated entire data engineering, model building, model serving and inference phase using Python, resulting in 70% decrease in deployment time

Project Engineer, Wipro Technologies, Greater Noida, India

June 2020 – July 2021

- Migrated and rewrote multiple client applications as part of a Cloud Computing project
- Designed application front end screens using GWT and employed business logic functionality using Java
- Performed unit testing automation testing using JUnit and performance testing using JMeter
- Executed end-to-end deployment of cloud applications on environments - SIT, DIT and UAT

PROJECTS

Database: Created Oracle database application Library Management System, using Java for GUI. Developed functionalities for searching, checking in and checking out books while ensuring optimal calculations. Designed fine calculation, due date notifications and revoking library privileges

Machine Learning and Deep Learning: Programmed an application to simulate human-level intelligence in board games using the Minimax Algorithm, Alpha-Beta Pruning, and Quiescence Search

Web Application: Implemented survey & assignment creation features for the Open Source Project 'Expertiza' using Ruby on Rails

Continuous Integration Pipeline: Set up a CI pipeline for deploying a Java Maven project using Jenkins to automatically deploy the project on a commit to the Github master branch

EXTRACURRICULAR

Hackathons- HoyaHacks, Hack Duke and Hack NC

- Created an App version of Harry Potter's marauder's map that included location sharing for friends to stay in touch during outings using Android, Cordova, HTML, CSS, JavaScript, firebase, Google Maps API
- Developed a HTML5 canvas based game Sheep Intelligence to solve real life problem of traveling sales

Interests- Swimming (college club team), Taekwondo, guitar, video games