

Shubham Basu

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Education:

Indiana University, Bloomington, IN, United States
Master of Science in Computer Science

May 2019

Coursework: Applied Algorithm, Object-Oriented Software Development, Software Engineering

Hitakrani college of Engineering and Technology, Jabalpur, MP, India
Bachelor of Engineering in Computer Science

June 2014

Technical Proficiency:

- **Languages:** Java, JavaScript, HTML5, CSS3, PHP, C++, C, SQL
 - **Tools:** Android Studio, Eclipse, Git, Jira, Confluence
 - **Frameworks & Technologies:** AngularJS, Bootstrap, jQuery, Salesforce, Android, NodeJS, MongoDB, Ionic, Firebase, Angular, JSON, XML, ReactJS, Scrum, REST
 - **Certification:** Certified HTML5 and CSS3 developer by Microsoft
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Work Experience:

Persistent Systems Limited, Pune, India
Senior Software Engineer

November 2014 – July 2017

- Led a team of 5 people to develop an application for e-commerce using Android, MongoDB, NodeJS
 - Collaborated with a team of 8 people to develop an e-banking solution using HTML5, CSS3, jQuery, Bootstrap, AngularJS
 - Designed and developed a solution for Android to make mobile devices work as Ibeacon
 - Designed the front-end for a content search application which allows the user to search for any content over the web and fetch results from various websites using Android
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Projects:

Social Network:

Fall 2017

- Directed a team of 4 on the development of a social network that allows researchers to connect to each other Using Scrum framework for Agile software development
- Developed the front-end of the application using AngularJS, HTML 5 and bootstrap also collaborated with another developer on the server side business logic in NodeJS
- Developed search logic based on keywords to allow the user to search for other user or discussion pages based on the keyword searched and added filters to the search results to enhance usability
- Generated news feed for the user by fetching data from API call and parsing the data to display on user's profile

Speak Up:

Fall 2017

- Initiated an open source Ionic project to help deaf and dumb people to interact
- Created a chat-like feature that converts text-to-speech and speech-to-text and displays it in a chat using Angular
- Use firebase authentication and database to create a profile for users and allow the multiple users to interact simultaneously

Game Maker:

Fall 2017

- Coordinated with 4 different teams over 7 weeks to produce an application, developed in Java, allows the user to create games using object-oriented design patterns also ensured high quality by pair programming.
- Hosted the application over the web using Spring Framework to allow multiple to create their own game and save them for other users to play it
- Created SQL queries to save game data in MYSQL database

Online Quiz:

Spring 2018

- Created an online quiz that allows the user to test their knowledge about Saturn using AngularJS
 - Used SASS preprocessor to better organize CSS for the project also added CSS media query to make the quiz interactive
 - Provided the user with the result of the quiz also gave the user a feedback for each question answered
 - Allowed the user to share their result and challenge others through email or twitter
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Extra-curricular activities:

- Organized Gaming Event "Xhorhic" for over 500 participants and raised more than fifty thousand rupees from the event
- Awarded 2nd runner-up trophy in singing competition "Voice of Persistent"
- Completed over 240 hours of social work under national service scheme program of the Indian government, teaching students in village schools about world wide web and the importance of technology
- Completed junior diploma in Indian classical music