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Career Objective

Aim to achieve professional excellence in my career with a leading corporate, committed and dedicated people, which will help me to realize my potential to work as a key player in a challenging and creative environment.

Professional Summary

- ❖ Having **3 + years** of experience in IT Professional with extensive experience in **DevOps, Software Configuration Management and Build and Release Management**.
- ❖ Ability to manage SCM processes which include **compiling, packaging, deploying and application configurations**.
- ❖ Extensive experience in using Version Control System like **GIT**.
- ❖ Expertise in using build tools like **MAVEN** for the building of deployable artifacts such as jar from source code.
- ❖ Experience in managing the **Artifactory management** tool such as **Nexus**.
- ❖ Involved in the functional usage and deployment of applications in application servers.
- ❖ Integrated the Code Quality Analysis Tools like Jacaco in maven Projects.
- ❖ Extensive experience in working with various teams such as QA, Engineers and other teams to ensure automated test efforts are strongly integrated with the build system.
- ❖ Efficient in tracing complex build problems, release issues and environment issues in a multi component environment.
- ❖ In-depth understanding of the principles and best practices of Software Configuration Management (SCM).
- ❖ Managed environments **DEV, QA & UAT** for various releases and designed instance strategies.
- ❖ Extensively worked on Hudson and Jenkins for continuous integration and for End-to-End automation for all Build and deployments.
- ❖ Have knowledge on **Dockers** and **K8's** for cloud migration for ICP.
- ❖ Experience in log monitoring tools like **ELK** for application service logs.
- ❖ **Grafana** and **Prometheus** for micro services and Pod level monitoring.
- ❖ Worked on VR gaming simulation for my training project where I have used C# in visual studio for developing the code/functionality in unity developer and Maya & Photoshop for making 3D models.

Devops and other activities

- ❖ Maintaining and automating the continuous flow from development to deployment.
- ❖ Process development and automation for Agile Development (Scrum Methodology)
- ❖ Helping developers and testers to setup their environment and trouble shooting.

Experience:

- ❖ Working as a Devops Engineer in Tata Consultancy Services from Jan 2018 to Till Date.
- ❖ Worked as game developer for carpentry simulation project [VR experience] during my training period from Jul 2017 to Dec 2017 in Tata Consultancy Services.

Education:

- B.SC (Com) from Aurora Degree College, Hyderabad, Affiliated to Osmania University.
- Completed my 12th standard from kendriya vidyalaya [University of Hyderabad].

Technical Skills

- Operating Systems : Red hat Linux, Windows.
- Build tools : Maven
- Scripting Languages : Shell Scripting, Groovy Scripting
- Application Servers : Websphere, Linux
- Continuous Integration Tool : Jenkins
- Configuration management : Ansible
- Ticket creation tool : JIRA, Sonar Qube
- Application Ticketing tool : Service Now
- Cloud Environment : IBM Cloud Private [ICP]
- Family Version control tools : GIT, GIT Hub
- Cloud monitoring tool : ELK, Grafana & Prometheus.

Professional Experience:

Project 2

Client : Lloyds Banking Group
Duration : Jan 2018 to Till Now
Role : Devops Engineer
Team Size : 16
Tools : Git Hub, Jenkins, Apache Tomcat, Maven, Shell Scripting (Bash), Jdk1.7, MYSQL, Jira, Red Hat 5, SNOW.

Roles and Responsibilities:

- ❖ Experience in GIT versioning and administration.
- ❖ Participated in Branching, Merging and resolving merge conflicts.
- ❖ Created repositories according the structure required with branches, tags and trunks.
- ❖ Attended sprint planning sessions and daily sprint stand-up meetings.
- ❖ Created jobs for tagging and branching.
- ❖ For New applications, work with development team to get the requirements of application build and deployment process.
- ❖ Once the process KT is complete from development team, write build and deployment scripts according to SCM team standards and processes to Dev, QA, and UAT Environment.
- ❖ Release branches and involved in merging back to trunk.
- ❖ Implemented Maven builds to automate JAR and WAR.
- ❖ Involved in editing the existing MAVEN files in case of errors or changes in the project requirements.
- ❖ Perform Deployment of War files in Tomcat application servers using Shell scripts.
- ❖ Installed, administered and configured Jenkins Continuous Integration tool.
- ❖ Involved in installing Jenkins on a Linux machine and created a Master and Slave configuration to implement multiple parallel builds through a build form.
- ❖ Worked on Jenkins tool to configure Nightly Builds to check sanity of our java source code.
- ❖ Managed Release Communication and Co-ordination Process.
- ❖ Integrated JUNIT in the build process.
- ❖ Creating new Build jobs, Integration testing jobs and deploys jobs in Jenkins to automate the process.
- ❖ Utilize Jira for issue reporting, status, and activity planning.
- ❖ Worked on host certificate renewal.

Project 1

Project Name : Carpentry Simulation
Technologies : Unity, Maya, Photoshop, C# , Javascript.
Role : Developer
Team Size : 23
Duration : August 2017 to till Mar 2018

Description:

Carpentry simulation is a virtual reality game like environment where a person can be trained on carpentry skills. The main motto of the project is to provide the training in safe environment and saving nature. We used VR equipment to visualize the environment to make it feel real.

Roles & Responsibilities

- ❖ Involved in development of UI.
- ❖ Involved in creations of objects using Maya software.
- ❖ Involved in giving functionality(Coding) to object by using C# in unity developer
- ❖ Creation of UI using Photoshop.

Personal Profile:

Father Name	: Mr.Chandraiah J
Date of birth	: 03-01-1996
Nationality	: Indian
Languages known	: Telugu, English, Hindi.
Address	: H.no:8-55/1, Madhura Nagar Colony, Raidurgam, Gachibowli, Hyderabad – 500008, India.

Declaration:

I do hereby declare that the above information is true to the best of my knowledge

Date:

(Sai Raju J)