

Deepa Prasad

Salesforce Developer

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Objective

To be a responsible asset to the organization where I can utilize all my skills and knowledge which would help the organization to grow and to build & enhance further my skills.

IT Experience : 6 Years 3 Months

Skills

- Salesforce
- Apex
- Dataloader
- Copado
- Vlocity

Certifications

- Vlocity Platform Developer
- Salesforce Administrator SP20

Work History

1. Atos-Syntel, Pune

Client: T-Mobile, Netherlands

Duration: 20th May 2019 to till date.

Solution: Salesforce.com (SFDC), Apex, Webservice

Tools: Force.com ,Data Loader, Copado

Responsibilities :

- Crafted modules, interfaces and applications through native Salesforce development.
- Involved in Design and development of apex class, Visualforce page, omniscpts, dataloader,Workflow rules,triggers, and validation rules to drive the functionality.
- Responsible for various bug fixes and change requests throughout the application
- Deployed the code from Sandbox to Production and was part of release activities and UAT.
- Traveled onsite to T-Mobile Den Haag, Netherlands for few months to work with client and onsite team.

2. Conizant Technological Solutions, Pune

Client: KPN, Netherlands

Duration: 19th September 2016 to 13th May 2019

Technology: Salesforce.com (SFDC), Apex, Webservice

Responsibilities:

- Involved in Design and development of apex class, Visualforce page, Workflow rules, triggers, and validation rules, Profiles, Custom Buttons.
- Responsible for various bug fixes and change requests throughout the application
- Created Email templates, approval processes Auto Response Rules and Multi-Step Approval Processes as per the requirements and defined approval actions on them to automate the processes.
- Deployed the code from Sandbox to Production and was part of release activities and UAT.
- Traveled onsite to KPN Groningen, Netherlands for few months to work with client and onsite team.

3. HCL Technologies , Chennai

7th May 2014 to 16th September 2016.

Client: International Game Technology (IGT).

Technologies : JavaScript, HTML5, MVC, Struts

Tools: Eclipse IDE, SQL developer, Tomcat 7

International Game Technology was an American gaming company based in Las Vegas that manufactured and distributed slot machines and other gaming technology. The goal of this project was to deliver exciting gaming experiences – commercial gaming, lottery, interactive, and social – through every channel, including retail, web, and mobile.

Responsibilities:

- Reviewed requirements, specifications and technical design documents to provide timely and meaningful feedback.
- Improved system performance by making proactive adjustments and resolving bugs in OLPM module.
- Developed configurable and responsive UI in Struts.
- Developed language support for the application.

Educational Qualification

Qualification	Subject/Board	Percentage
B.E	Computer Science	61
X	CBSE	80
XII	CBSE	75.4