## Summary

* Overall, 7.11 years of experience in developing J2EE Enterprise Web Applications in Networking, Casino Gaming Domain and 9 months of experience in Full Stack Development for Core -Automation Framework.
* Experience with Cloud Computing Service environment like (AWS) Amazon Web Services (EC2, EKS and S3 Storage Services)
* Experience with container systems like Docker and container orchestration like Kubernetes.
* Used Kubernetes to orchestrate the deployment, scaling and management of Docker Containers.
* Experience in UI design, developed Front End using JSP, HTML5, CSS3, Bootstrap, Thymeleaf, JavaScript, Ajax, jQuery and AngularJS.
* Having programming skills with Java8, Python, Spring MVC, Spring EJB, Spring BOOT, WebService, Hibernate, Oracle, MsSQL.
* Experienced in developing Restful Services using JAX-RS specification like Jersey and Spring Rest to implement REST based Application.
* Experience in developing SOAP based Web Services using JAX-WS.
* Good experience in J2EE Testing in developing test cases with JUnit, Cucumber for Unit testing, and logging using Log4j.
* Experience in using version control and configuration management tools like GIT, SVN and Perforce.
* Experience in using the tools like Ant and Maven for build automation.
* Having knowledge in code debugging for complex J2EE application
* Experience in working on multiple operating systems including Linux, Unix, Windows.
* Experience of working development tools in Eclipse and STS.
* Hands on experience in Tomcat Web Server, Jboss and Wildfly
* Responsibilities Handled: Requirement Analysis, Coding, Unit Testing, Deployment, Integration Testing

## Technical Skills

Web Technology : HTML5, CSS3

Cloud Services : AWS (EC2, EKS and S3)

Programming Languages : C, Java/J2EE, Python, JSP

Operating Systems : Linux, Ubuntu and Windows

Scripting Frameworks : JavaScript, jQuery, Angular Js and Thymleaf

Java Frameworks : Spring MVC, Spring EJB, Hibernate, Spring Boot

Data Base : Oracle, MsSQL and MySQL

CI/CD Tools : Jenkins and JIRA

SDLC : Agile, Waterfall Methodologies

Programming Tools & Utilities : Eclipse, STS, TOAD, Rally

Web Service : Spring Rest, JAX-RS and SOAP

## Functional and Soft Skills

* Having good knowledge in Networking and Casino Management System.
* Keen to work and adapt in a dynamic and evolving environment.
* Strong leadership and motivational skills.
* Expertise in current and emerging trends and techniques.
* Proficient in coding and developing the new program.
* Able to communicate effectively with both technical and non-technical project stakeholders.

## Professional Experience

Over all experience with “**Scientific Games Pvt Ltd**” - 4.9 years and “**HCL Technologies**” - 3.2 years.

**Core Automation Team - Mar 2020 to Till Date**

**Employer** : SG Digital (**Acquired by Scientific Games Pvt Ltd**)

**Role** : Full Stack Development

**Designation** : Senior Developer.

**Environment** : HTML, CSS, JavaScript, jQuery, AJAX, Bootstrap, Vegalite, Thymeleaf, Java11, Spring Boot, Python, AWS (EKS, ECS and S3 object), Cucumber Reports, Maven, Docker, Kubernetes, Log4j, Jenkins and JIRA.

**Project Abstract**:

**Functional Report Generator App:**

The Functional Test Report Generator is a web-service based on Java 11 and Spring Boot that generates a report for each product version. It counts successful and failed scenarios broken down per environment, category and functional area, as well as UI and API scenarios displayed in tables, pie charts and temporal charts using Vega-Lite. This application is useful for all the stake holders and other higher management for tracking the test runs for every module of Digital sports book.

**Core Automation Service:**

Automation framework consists of the integration of tools, libraries, and utilities needed to interact with the system in the testing environment. The neutral entity that gathers information about the application by way of the system's UI, web services, business logic, databases, and so on.

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**Roles and Responsibilities**:

* Work closely with QA core team to gather and understand the business and functional requirements.
* Developed the functionalities using Agile Scrum Methodology.
* Development of scalable and efficient java code using java-8 functionalities.
* Involved in developing UI screen using, HTML5, CSS, Thymeleaf, JavaScript, JQuery, AJAX, Bootstrap, Vegalite.
* Designed and implemented the API for the UI screen and pulling test metrics data from AWS-S3 objects.
* Cucumber feature file and its API development to run unit test cases.
* Performing the POC for the new frameworks that needs to be implemented.
* Peer code reviews and ensuring to follow the quality audit.

**Revenue Audit Module Oct 2017 to Dec 2019**

**Employer** : Scientific Games Pvt Ltd.

**Role** :Technical Service

**Designation** : Senior Software Engineer.

### **Technology used in RAM**: Java 1.8, Restful Webservice, JBoss, Hibernate, MsSQL.

**Programming Methodology**:Agile, Onshore-Offshore model

**Project Abstract**: Seminole Gaming would like to use a centralized system that caters to all Seminole sites to perform audits for both gaming and non-gaming areas.

The centralized Revenue Audit system should achieve the following goals:

* Standardize the Revenue Audit process across all their properties
* Eliminate manual entry where possible
* Post revenue values to Infinium, the General Ledger application used by Seminole Gaming

A common workspace is required for auditors to view revenue data for different areas and enable auditors to verify transactions, make adjustments and finally post audited data to the GL. Seminole Gaming would like to eliminate the manual entry of revenue numbers and GL accounts where possible by interfacing with Scientific Games systems and other 3rd party systems to retrieve data automatically and post revenue values to GL accounts in Infinium.

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**Roles and Responsibilities**:

* Develop Interface with multiple systems to pull data - Bally SDS, CMP, Cage.
* Develop Interface with 3rd-party systems to pull revenue data – InfoGenesis, MIMO, Bravo, GCA, LMS, and others
* Develop Detailed reporting to trace transactions for revenue reported by the base systems.
* Revenue reporting in formats suitable to posting to GL.
* Make adjustments to Audit data.
* Cashier-based reporting.
* Automated posting of data to the General Ledger.
* Email capabilities from within the system.
* Eliminate manual processes involved in comparing two or more systems data.

**Slot Data Systems Sep 2016 to Feb-2020**

**Employer** : Bally Technologies Pvt Ltd.(**Acquired By Scientific Games**)

**Role** :Technical Service

**Designation** : Senior Software Engineer.

### **Technology used in SDS**: Core Java, SWT, Spring EJB, JBoss, Hibernate, MsSql, Jrxml.

**Programming Methodology**:Agile, Onshore-Offshore model

**Project Abstract**: SDS is an integrated information system that continually monitors slot machines, other gaming devices, and customer activity.

SDS is a near real-time system that responds to information collected by a Game Monitoring Unit (GMU) within each slot machine.

The primary function of SDS is slot accounting and player tracking data collection. Slot accounting maintains the integrity of the floor and safeguards assets and revenues. It also provides an accurate and timely database of slot machine statistics for management review regarding machine performance and gaming trends. SDS enables your company to upgrade and enhance current slot accounting information by providing real time data, accurate automated meter and jackpot/fill functions, and methods for hard/soft count reconciliation, all of which lead to maximization of existing labor dollars. Constant monitoring of floor activity allows for increased security of games and employee accountability through the use of exception reports and real-time notification of appropriate personnel. In addition to the security benefits of real-time monitoring, the system provides immediate notification of needed machine Maintenance, hopper fills, and jackpots.

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**Roles and Responsibilities**:

* Defect resolving and feature Enhancement.
* Developing the casino supporting tools based on customer requirement.
* Creating unit test cases and testing applications with different unit test scenarios.
* Communicating with Onsite team for queries related to Internal Requests and application functionality.
* Providing Knowledge sharing sessions to customer to understand the functionality of developed tools.

**Cisco Network Assessment June 2013 to August 2016**

**Client** : Cisco

**Employer** : HCL Technologies

**Role** :Software Engineer

### **Technology used in CNA**: Core Java, Spring MVC, JSP, Angular JS, JavaScript, Hibernate, Web service and Oracle.

**Programming Methodology**:Agile, Onshore-Offshore model

**Project Abstract**: The Cisco Network Assessment (CNA) tool is used to manage the workflow process of performing an audit. The tool provides a simple interface to select the audit to be run, the devices to be audited and to schedule the audit. The workflow starts with audit requested by NCE, Schedules data collection on the Cisco Network Collector (CNC), Collect Data from the Customers Network over a period of time, Bring collected data back to Cisco, Store collected (and structured) data in Database, Parsing and report Generation, Apply IC on data, and flag exceptions, Create prioritized “to do” list of items to fix, NCE checks and add recommendations, Quality check, Printing, Shipping it to the customer.

**Roles and Responsibilities**:

* Worked in different Enterprise releases and also on the existing projects.
* Defect resolving and L4 cases.
* Involved in to development of User Interface, middle-tier and data layer components.
* Creating unit test cases and testing applications with different unit test scenarios.
* Communicating with Onsite team for queries related to Internal Requests and application functionality.
* Providing Knowledge sharing sessions to new team members, L2 team and external users about product.

## Education

* Master of Computer Application in Anna University (6.98 CGPA), Chennai
* Bachelor of Computer Science in Madras University (67.63%), Chennai