



Sandeep Bochaliya

Software Development Engineer

Over 1 year of industry experience in the area of software development. Can work well under pressure and make the best of any situation.



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SKILLS

PostgreSQL

Node.js

JavaScript

C++

MongoDB

C

Python 3

LANGUAGES

English

Professional Working Proficiency

Hindi

Full Professional Proficiency

INTERESTS

Augmented Reality

Computer Vision

Machine Learning

WORK EXPERIENCE

Software Development Engineer

TA Netgables PVT LTD. (Saralweb)

06/2019 - Present

Noida, India

A technology platform providing Employee Attendance Control, Personnel Tracking, and Surveillance solutions through GPS tracking and video analytics.

Tasks/Technologies

- Designed tool to support mass customization of workforce management system and maintenance of b2b relationships in deployment.
- Designed data model for workforce management application.
- Infrastructure development for hierarchical data.
- Designed payroll engine for workforce management application.
- Migrated application from DSL (domain specific language) to JavaScript.
- Technologies used: Node.js, PostgreSQL, Git, Plv8, Docker, Fedora

EDUCATION

B.Tech in Electronics and Communication Engineering

Malaviya National Institute Of Technology – Jaipur, India

07/2015 - 05/2019

PROJECTS

SW Editor (06/2020 - Present)

- Tool to support mass customization of workforce management system.
- Used in maintenance of b2b relationships in deployment.
- Technologies and tools used: Node.js, PostgreSQL, Git, JSON, Fedora

Recruit Hub (08/2020 - Present)

- Design web application to enhance experience of recruiters and candidates throughout the tech recruitment process.
- Application includes candidate profile management for recruiters.
- Technologies and tools used: React, Node.js, PostgreSQL, Express.js, Git, Github, Visual Studio, Ubuntu.

Balloon Shooter

- The aim of this project is to design a game in which the player has to shoot balloons. With score, level of difficulty rises. The game was also provided with user interface.
- Technologies and tools used: C++, OpenGL, Sublime text, Ubuntu.

ACHIEVEMENTS

6/122 Rank in MNIT Code Friday On Hackerearth (September 2017) .

297/2374 Rank in Codechef June Lunchtime Division B 2018.