MANALI AJITKUMAR SHAH

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EDUCATION

Syracuse University　　　　　　　　　　　　　　　　　　　　　　　**August 2022 – May 2024**
Master of Science in Computer Science　　　　　　　　　　　　　　　　　　　　*Syracuse, NY*
Courses: Data Science, Data Mining, Artificial Intelligence, Object Oriented Design, Operating System, Cryptography

Government College of Engineering　　　　　　　　　　　　　　　　　　　**July 2015 – May 2019**
Bachelor of Engineering in Information Technology　　　　　　　　　　　　*Aurangabad, Maharashtra*
Courses: Data Structures, Algorithms, Cloud Computing, Information Retrieval, Business Intelligence, Computer Networks

TECHNICAL SKILLS

Languages: Java, Python, C#, JavaScript, HTML, CSS, SQL
Technologies: Spring Boot, MySQL, MongoDB, Git, AWS, GCP, Docker, Jenkins

EXPERIENCE

Wipro Technologies　　　　　　　　　　　　　　　　　　　　　　　**June 2019 – May 2022**
Software Engineer　　　　　　　　　　　　　　　　　　　　　　　　*Hyderabad, Telangana*

- Designed and developed end-to-end REST APIs using Java and Spring Boot to create a unified web portal for **National Grid** which previously integrated separate platforms for CRIS and CSS, empowering a seamless user experience for over **1M+** customers.
- Conceptualized and implemented a high-performance database procedure to synchronize billing information between Accounts API and Payments API, resulting in a **50%** increase in system efficiency.
- Optimized request/response payloads for existing APIs, reducing inter-service network load by 30%.
- Architected and deployed a scalable Spring Boot Microservice, driving business growth with a fault-tolerant design and automating error recovery process for data synchronization, reducing manual intervention by 40% and minimizing production downtime.
- Enhanced code quality, decreased manual testing effort, and achieved 100% test coverage using JUnit.
- Led the development of the Unified Web Portal project with a team of 15, resulting in a 80% improvement in data retrieval accuracy and saving **$500K** in revenue by enhancing data synchronization between UDM and Salesforce.

PROJECTS

Snake Game | *Python, Pygame, PyTorch*　　　　　　　　　　　　　　　　　　　**May 2024**

- Developed an AI agent to play the classic Snake game by utilizing heuristic search and Q-learning approaches.
- Improved AI performance through reinforcement learning, achieving a 40% increase in average gameplay score.

Flight Experience Prediction System | *scikit-learn, Pandas, NumPy, Matplotlib*　　　**December 2023**

- Applied classification algorithms on a dataset of 120K entries to predict customer satisfaction for airlines.
- Identified key factors influencing customer satisfaction, enabling strategic decision-making within the airline industry and resulting in a notable 25% increase in satisfaction levels.

LitHub: Bookstore Management System | *Java, Spring Boot, MySQL*　　　　　　**September 2023**

- Implemented the bookstore application, managing over 1000 book listings, purchases, and sales efficiently.
- Integrated RESTful APIs for seamless book transactions, leveraging the Spring MVC framework to design controllers for handling over 50K transactions per month and executing business logic through robust back-end services.

Movie Review Application | *MongoDB, Spring Boot, React*　　　　　　　　　　　**June 2023**

- Built a full-stack movie review application, using Spring Boot for the backend, React for the frontend, and MongoDB for data storage, enabling over 10K users to create, share, and manage movie critiques seamlessly.
- Leveraged various design patterns, including MVC, Builder for constructing complex review and user objects, Singleton for managing database connections, Decorator for enhancing review features with tags and ratings.

ACTIVITIES

IT Sales & Support Specialist, Syracuse University - Optimized troubleshooting, streamlined system functionality.
Cuse Connects Ambassador, Syracuse University - Analyzed data to strategize outreach programs, alumni engagement.
Training & Placement Coordinator, IT Department - Ensured smooth execution of the placement process.