

Shirish Saxena

[LinkedIn](#) | [GitHub](#)

Location: Bengaluru, India

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TECHNICAL SKILLS

Languages: Java, Python, PHP, Kotlin, JavaScript, JSP
Databases: MySQL, PostgreSQL, JunoDB
Build Tools: Maven, Gradle, Ant

Frameworks: Spring Boot, Hibernate, Jetpack Compose
Software Tools: Git, SVN, IntelliJ, Eclipse, Putty
Others: Kafka, CI/CD, Jenkins, Redisson, AWS, REST APIs

PROFESSIONAL EXPERIENCE

Software Engineer

Jan 2022 – Present

KaptureCX - Cloud-based CRM solution

Bengaluru, India

- Designed and implemented a highly efficient micro-service using **Java** and **Spring Boot**, revolutionizing data handling for large files (excel, csv) through seamless API/FTP/SFTP integration, benefiting 50+ clients.
- Managed and implemented various modules for prominent clients like **Philips, Bajaj, Flipkart, Hindware, Onida**.
- Mentored and guided a team of four software engineer interns in **Java & Spring-Boot**, providing hands-on training and support resulting in a 50% improvement in their back-end development skills over a 12-week period.
- Elevated the performance of existing microservices by implementing key enhancements, resulting in a 35% improvement in code readability, a 20% increase in reliability, and a 28% reduction in response time.
- Redesigned and reengineered the entire system, utilizing **Redis & JunoDB** to its full potential, resulting in 60% improved performance, 40% reduced memory footprint, and enhanced efficiency across the application.
- Streamlined operations by migrating various functionalities from a J2EE-based monolithic system to microservices architecture, achieving a 30% improvement in efficiency through the effective offloading of high-volume requests to dedicated microservices deployed on a separate server.
- Standardized writing tech spec and conducting code reviews for a 5-member team, resulting in an 80% improvement in code quality.

Developer

July 2014 – April 2016

NCXHost - Web and Game Development

Jaipur, India

- Engineered, implemented, and launched a diverse range of websites, leveraging **Java, JavaScript, PHP, and MySQL** technologies.
- Developed tailored game-related tools using **Python** and **C#**, optimizing game development processes.
- Engineered an extensive suite of scripts using **Bash** and **Python** to automate the installation of game web panels, game server setup, customized mods, and the seamless configuration of OpenVZ and KVM servers

EDUCATION

Master of Computer Application (M.C.A)

Madhav Institute of Technology & Science

Gwalior, M.P, India

Bachelor of Computer Applications (B.C.A)

Amity University

Gwalior, M.P, India

PROJECTS

Call Analytics

Java, Spring-boot, MySQL, Redis, Python

[Source Code](#)

- Developed a scalable and robust call analytics micro-service, efficiently storing call records and generating date-specific analytics. Successfully tested with a database containing over 1 million records.

Game Tracking Dashboard

HTML, PHP, CRON, MySQL, JS, jQuery, bootstrap

[Source Code](#)

- Designed and developed a game tracking dashboard for Call of Duty 4/6, incorporating real-time server monitoring and notifications using the GameQ PHP library.