Snekith Karthikeyan

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LinkedIn • GitHub • Portfolio

EDUCATION

Monash University   **Jan 2021 - Dec 2024**
Bachelor of Software Engineering (Honours)   *Melbourne, VIC*

EXPERIENCE

Infosys   **Feb 2024 – Present**
Software Test Engineer   *Melbourne, VIC*

- Designed and implemented a robust Java-based test automation framework to facilitate parallel execution of web applications and API requests, enhancing overall testing speed and effectiveness.
- Optimised automated test scripts using OOP principles such as inheritance and abstraction to leverage existing classes and methods, to ensure new test cases can be added efficiently.

Deloitte   **Jan 2024 – Feb 2024**
Software Engineer Intern   *Melbourne, VIC*

- Developed, optimised, and executed SQL queries and PL/SQL scripts to enhance database performance and ensuring efficient data retrieval.
- Acquired comprehensive knowledge in Oracle Cloud Infrastructure (OCI) by applying Oracle Cloud services for quality-driven and cloud-based solutions.

Coles Group   **July 2023 – Dec 2023**
Software Test Engineer Intern   *Melbourne, VIC*

- Developed and consistently updated automated test scripts using Java to ensure thorough test coverage for increased efficiency and extensibility within the framework.
- Employed Selenium for web application automation, addressing UI interactions, and performing data validation. Additionally, conducted API testing and validation using Postman to guarantee the integrity of backend services.

180 Degrees Consulting Monash   **July 2023 – Dec 2023**
Software Engineer   *Melbourne, VIC*

- Created visually appealing and user-friendly interfaces using Figma, skilfully designing wireframes, mock-ups, and prototypes in alignment with client requirements.
- Utilised technologies and frameworks such as JavaScript, React.js, and CSS to develop responsive, dynamic, and interactive web pages for front-end development.

PROJECTS

Nine Men's Morris | *Python, Object-Oriented Programming, Game Development*

- Designed complex class diagrams and adhered to OOP principles to create an efficient and extensible framework.
- Developed a user-engaged game for Nine Men's Morris using pygame, with the option to play versus another player or the computer.

Mario Game | *Java, Object-Oriented Programming, Game Development*

- Designed complex class diagrams and adhered to OOP principles to create an efficient and extensible framework.
- Developed an interactive game of Mario, with a wide range of enemies, resources, levels, health utilities and weapons.

Project Backlog Manager | *HTML, JavaScript, CSS, Web Development*

- Developed an interactive web application using HTML, JavaScript, and CSS to create a Project Backlog Manager
- Created a dashboard with features such as a Sprint Backlog (Active, Completed and Not Started), Team List (with analytics on the work they have done) and Task Allocation (assigning to members, story points, priority, and tags)

SKILLS

- Programming languages: Python, Java, JavaScript, SQL, R, C, HTML, CSS, MATLAB
- Technologies: Git, Postman, Maven, Selenium, Vercel, Firebase, Figma, Stibo Systems
- Frameworks: React.js, Next.js, React Native, Express.js, Vue.js