Sneha Basnet

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Summary

Experience in cloud-native microservices, distributed systems, and full-stack development. Analytical problem solver with strong attention to detail, effective communication, and teamwork skills. Seeking a Software Engineering internship to apply these skills in delivering scalable and reliable applications.

Education

B.S. in Computer Science (GPA: 3.90)   Expected Dec 2026
San Jose State University

Relevant Coursework

- Data Structures and Algorithms
- Object Oriented Design
- Information Security
- Database Management Systems
- Server-Side Programming
- Computer Architecture

Technical Skills

Languages and Frameworks:	Java, C#, C++, JavaScript, .NET, React
Databases and Messaging:	MongoDB, Postgres, MySQL, MassTransit, SignalR, RabbitMQ, Azure Service Bus
Cloud Platforms:	Microsoft Azure (AKS, ACR, Key Vault, Cosmos DB, Service Bus)
DevOps and Automation:	Docker, Kubernetes, Helm, Docker Compose, GitHub Actions
Monitoring and Observability:	OpenTelemetry, Prometheus, Grafana, Seq, Jaeger
Development Practices:	Version Control (Git), RESTful APIs, CI/CD, Unit Testing, SDLC, Agile/Scrum
Architecture and Design:	Domain Driven Design (DDD), Event Driven Architecture, Distributed Microservices

Project Experience

GamePlayEconomy: Cloud-Native Game Economy Platform   Feb 2025 – Present
Deployed and Live at: gameplayeconomy.com

- Developed reliable in-game transactions in .NET using an event-driven microservice architecture with MassTransit (using RabbitMQ/Azure Service Bus) and Saga pattern for distributed consistency.
- Implemented secure authentication and authorization via IdentityServer with OAuth 2.0 and JWT-based role access.
- Applied resilience patterns including Polly retries, circuit breakers, and idempotent tracking on inventory aggregates.
- Built a React SPA integrated with OIDC flow and SignalR to deliver secure, real-time user purchase experiences.
- Automated containerized deployments by integrating GitHub Actions CI/CD pipelines with Helm based AKS releases.
- Integrated OpenTelemetry observability stack (Seq, Jaeger, Prometheus) through an API Gateway secured with TLS.

SpoonTab: Restaurant POS and Management Platform   Jun 2025 – Oct 2025
Deployed and Live at: spoontab.com

- Developed a distributed POS and management platform for restaurants, enabling real-time ordering, payments, and streamlined table, inventory, and staff operations across microservices.
- Implemented secure, role based access control via a tenant aware IAM service built with IdentityServer and JWT.
- Streamlined payment processing by integrating Stripe Checkout with webhook validation and entity mapping.
- Designed a React POS interface with table layouts, real-time ordering, inventory and employee management modules.
- Provisioned a cloud-native Azure resource group, AKS/ACR, Key Vault, Service Bus, Cosmos, with workload identity.
- Ensured resilient cloud deployments by configuring AKS with Helm charts and versioned rollbacks.

CampusConnect: Office Hours Scheduling Tool   Mar 2025 – Apr 2025
Repository: github.com/basnets24/CampusConnect

- Collaborated within a team of 4 using Agile methodology to build a scheduling tool for professor office hours.
- Developed a JavaFX application supporting CRUD operations with MySQL, integrating unit testing.
- Applied MVC architecture with input validation to prevent overlapping bookings for a reliable scheduling experience.
- Facilitated collaboration by guiding teammates on GitHub and debugging sessions, ensuring timely delivery.

Honors and Activities

- Dean's List - Fall 2024, Spring 2025
- Participant, IBM SkillsBuild - Member of SWE++ Team, collaborating on AI learning labs modules and project.