

Premalatha Ramanan

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EDUCATION

- **M.E Computer Science & Engineering** - (2011-2013) - Anna University – College of Engineering, Guindy – **CGPA: 9.03 (88%)**.
- **B.E Computer Science & Engineering** - (2004-2008) - Anna University - Sri Ramakrishna Engineering College, Coimbatore - **79%**.

WORK EXPERIENCE

Company:

Rocketfuel Blockchain Inc, California, USA (Business Analyst, November 2022 - Till Date)

- RKFL provides customers/merchants with a one-click checkout solution that accepts cryptocurrencies/bank transfers. Customers can pay for their purchases in 120+ cryptocurrencies via cryptocurrency exchanges/wallets and merchants can configure their preferred cryptocurrencies for payments. The customers can also make bank payments by adding their bank accounts. It offers a complete payment solution via open-source plugins, an iFrame that can be integrated on the merchant's website.

Solulab Inc, Ahmedabad, India (Business Analyst, December 2021 – November 2022)

- **3Verse** (NFT marketplace for Metaverse gaming platform)
- **One game initiative** (NFT Game and marketplace)
- **Toekenz** (Kid friendly NFT marketplace)
- **ALFA Metaverse** (NFT marketplace for Metaverse gaming platform)
- **ETABIBO** (Doctor appointment booking platform)

INQ Technologies Pvt Ltd, Chennai, India (Business Analyst cum Project manager, Apr 2019 - Dec 2021)

- **Fitket mobile app** (Gamified fitness based android and iOS mobile application)
- **Harmoney mobile app** (Gamified digital wallet android and iOS mobile application)
- **DAV group of schools website** (Websites for DAV group of institutions)
- **Voterbook USA app** (Political campaign app)

Picky Interactive Pvt Ltd, Chennai, India (Business Analyst, June 2017 - Nov 2018)

- **Sanayya One** (Home services booking android and iOS mobile application)
- **Carmec** (Buy & sell used vehicles android and iOS mobile application)
- **Maths Druid** (Druid game-based Kids Maths learning android and iOS mobile application)

Projects handled:

- **3Verse** (NFT marketplace for Metaverse gaming platform), Team Size: 9. (Aug 2022 – Till date)

A user-friendly NFT platform that will primarily focus on selling, buying, renting, and fusing NFTs. The platform will allow all of its users to use it as a medium for renting and selling NFTs on the Marketplace.

- **One game initiative** (NFT game and marketplace), Team Size: 9. (Jan 2022 – June 2022)

The One Game is an NFT game in which players will compete to assemble the final One NFT by minting, collecting, and merging Grid NFTs, called fragments, using \$OGT fragments/fractions. The One Game ends whenever The One NFT is finally assembled. Website link: <https://www.theonegame.io/>

- **Toekenz** (Kid friendly NFT marketplace), Team Size: 15. (Apr 2022 – Aug 2022)

A kid friendly NFT marketplace where the kids can buy, sell, donate the popular cartoon NFTs like pinkfong, baby shark etc., after getting approval from their parents

- **ALFA Metaverse** (NFT marketplace for Metaverse gaming platform), Team Size: 5. (Mar 2022 – Apr 2022)

A metaverse game based NFT marketplace platform that will primarily focus on creating, selling and buying gaming NFTs. The created/bought NFTs can be imported and used in the ALFA metaverse gaming platform.

- **ETABIBO** (Doctor appointment booking platform), Team Size: 10. (Dec 2021 – July 2022)

Users can search for the available list of doctors and book appointment in this platform.

Responsibilities:

- Acted as a single point of communication between client and development teams throughout the project.
- Meets regularly with Technical Director, Product Managers and Development/QA Team to surface project status/constraints/risks
- In the project discovery phase, worked on the below listed tasks
 - Attended the project initiation call with client and gathered business requirements.
 - Analyze business requirements
 - Features list creation
 - Wireframes creation using tools like Balsamiq, Mockplus etc.,
 - Epics & user stories creation
 - Process Flow diagrams, Flowcharts, Usecase diagrams
- Knowledge transfer about the project to the development and testing teams.
- Worked directly with our clients to manage client satisfaction, internal/external dependencies and track and report project status
- Client communication about the project status by scheduling calls, business meetings and sending the weekly updates
- Delivered agreed project scope, at expected quality, meeting project outcomes or benefits and managed risks, issues, dependencies, and/or change requests

SKILLS

- Requirement gathering and analysis
- Wireframing (Balsamiq, Mockplus)
- Team management
- Communication skill (verbal and written)
- Client Liaison
- Leadership
- Process flow diagrams & Flowcharts
- Project lifecycle management (Agile – Scrum)
- UAT

ACHIEVEMENTS

Academic:

- Presented a paper in ICCCI 2014: International Conference on Computer Communication and Informatics held at Sri Shakthi Institute of Engineering and Technology, Coimbatore, Tamil Nadu in January 2014.
Reference link: <https://ieeexplore.ieee.org/document/6921822/references#references>