Antony Deepak Thomas

As a seasoned software engineer at **Fortune 500** companies, I have contributed to more than 30 professional projects as a team member and have developed more than 20 utility tools as an individual. I spend most of my time developing frameworks\platforms, clientserver applications and auxiliary tools. I am thoughtful, insofar as trying to use the best *algorithms* and *design patterns*, as well as pragmatic to ship the product on time.

I label myself as a curious engineer who can make quick hacks using libraries or spend hours to prove a greedy algorithm. I participate in competitive programming through **codeforces** and **TopCoder**. I also maintain my academic bonds through open MOOC platforms such as Coursera and Udacity.

Technical Skills

Like:

c#, c, python, objective-c, java, lua, javascript, design-patterns, algorithm, clr, protocols, windows, linux

Experience

Software Engineer-Microsoft

August 2013 - Current

- Worked in developing Advertising SDK and experiences for Xbox360. Have expertise in programming languages and development models of both the X360 and XOne platforms. Specialized in developing gesture and voice based controls. Used tools that assisted in console debugging, application side-loading and game development.
- Worked in developing Advertising SDK for iOS and Android platforms. Developed modules related to message-passing between native and non-native layer and network, motion and message-gueue management . Used tools that assisted in run-time memory analysis, code coverage, threat modelling and application development.
- Working in developing a sub-module for the future Windows version. Using tools related to kernel debugging and virtual machine management.

Software Developer-JPMorgan Chase (Consultant)

June 2012 - August 2013

c#, python, .net, mstest, sql-server, fxcop, design-patterns, agile

- Developed a platform that consolidates 12 applications into a unified system; Leveraged the open source Objectbuilderand Unity engines from Microsoft patterns and practices.
- Developed code pattern analyzer that categorizes Visual Basic subroutines into logical groups such as data access components, text formatters and business objects.
- Authored data-driven testing framework classes that support sequential data access, data filtering, batch and individual testing. These classes enhance the existing Unit testing framework from Microsoft.
- Built utility applications, such as config builder, executable comparer, pseudo code generator, and static code analyzer that saved man-hours for fellow developers.

Software Developer-JPMorgan Chase (Consultant)

June 2011 - June 2012

c#, asp.net, asp-classic, nunit, java, drools, sql, sql-server, ssrs, web-services, vb6

- Built a complete relationship data graph for Customer tracking application. The graph maps every UI component to its related stored procedures, tables, functions and, eventually, to the database field. Later, this graph helped in more ways than imagined.
- Part of the core development team in a fast-paced check processing application; Had exposure to contemporary software practices such as rapid development, continuous integration, nightly builds, daily reviews, concurrent test cases and automated builds.
- Part of the development team that changed the authorization framework from SSO policy servers to enterprise backbone EAST services.
- Developed an automated build utility that creates build packages and configuration files.
- Created a proof of concept using the JBoss drools engine for a rules driven application.

Application Lead Engineer – Toyota Motor Sales (Consultant)

ales (Consultant) October 2008 - May 2011

asp-classic, html, javascript, c#

- Led a team that was responsible for eight applications that support Toyota's functional areas such as Customer services, Dealer operations, and Finance and Education services all serving more than 1000 users.
- Designed and developed a regression testing tool that gained firmwide recognition; Won "Star Performer" award from Toyota Motor Sales.
- Produced better code by refactoring control flows, improving standards and cleaning the dead and unreachable;
 Final statistics showed a 64% reduction in code complexity and 10% improvement in system stability.

Web Developer—Cognizant Technology Solutions

October 2005 - August 2013

- c#, sql-server, asp.net, ado.net, aqualogic, ssrs
 - Part of the team that Designed and Developed pricing application; Predominantly worked on custom controls, HTTPModules, data-bound events, CSS templates and AJAX requests.
 - Received the Diamond in the Rough award for learning the pricing system and producing quality bug fixes in a short time.

Education

Bachelor of Electrical and Electronics Engineering (B.E.) - Anna University

2001 - 2005

- Won the 2nd place for designing "Cost-effective light bulb" in the 2004 design competition at the prestigious National Institute of Technology.
- Won the 3rd place for designing "Energy efficient lighting system" in the 2005 design competition at the prestigious National Institute of Technology.

Certifications

CS212 - Design of Programming languages

2012

Windows Internals for Developers

2014

C# 4.0 Master

2012

Design Patterns

2011

Object Oriented Concepts

2010

Projects & Interests

GitHub - 2048-Assist - https://github.com/antonydeepak/2048-Assist

August 2014

Artificial intelligence game solver for the popular 2048 game

April 2013

GitHub - MazeSolver – https://github.com/antonydeepak/MazeSolver

Walled maze solver written in c#

GitHub - Practical DataStructures & Algorithms -

January 2013 - February 2013

https://github.com/antonydeepak/Practical_DSA c#, python

A Collection of popular and interesting datastructures, algorithms and programming puzzles using C# and Python. More than 30 algorithms and one new almost every week. Includes 1) 2D bin packing 2) Tower of Boxes 3) Fix your diet, Graphs, Trees and many more..

Developer.

GitHub - POJ - https://github.com/antonydeepak/POJ

April 2014 - May 2014

С

Solutions for the popular "Peking Online Judge" coding contest.

GitHub - cruisecontrol – https://github.com/antonydeepak/cruisecontrol

August 2013

Multi-player strategic missile fighting game.