# Abhishek Solanki

🌐 Portfolio Website

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 GitHub Profile
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## EDUCATION

• **Xavier Institute Of Engineering**                                    *Mumbai, India*
*Bachelor of Technology in Computer Engineering - 2021*                  CGPA: 7.41

## EXPERIENCE

• **BrowserStack (SaaS)**                                                *Aug 2021 - Jan 2023*
*Software Development Engineer (SDE)*                                    Remote, India

– Successfully resolved race condition issues in deployment using Ansible, ensuring smooth and synchronized deployment processes
– Constructed and managed a high-performance server for Percy, efficiently handling thousands of requests per second while ensuring comprehensive test coverage for all scenarios
– Contributed to increasing platform coverage, enhancing functionalities and maintaining the infrastructure of Percy product
– Demonstrated expertise in creating proof-of-concepts (POCs), expanding test coverage, implementing alerting mechanisms, and deploying changes during a critical platform launch. Utilized a systematic approach to automate various tasks, saving time and improving efficiency for the team.
– Major technologies - **Ruby on Rails, NodeJS and Docker**

• **Tata Consultancy Services**                                         *July 2021, Sept 2021*
*Associate System Engineer - Trainee*                                    Mumbai, India

– Designed and developed a comprehensive web application for TCS's internal employees, streamlining the management process for sites, updates, questionnaires, and more.

## PERSONAL PROJECTS

• **CHESS APPLICATION :** soulchess.in

– As an accomplished developer, Designed and developed a chess application showcasing advanced features and a robust architecture. Backend built using **NestJS**, while the frontend is powered **NextJS**.
– **User Authentication**: Implemented e-mail-based user authentication for secure access to the application, ensuring privacy by verifying users through email **(SMTP)**.
– **Chess Game Logic**: Meticulously implemented all necessary logic for playing chess, handling moves, checks, and capturing pieces.
– **Unique Key Generation**: Enabled users to create games and share individualized keys with other players, fostering collaborative game-play and a personalized gaming environment.
– **Socket Integration**: Incorporated socket technology to enable real-time communication between players during chess games, providing an interactive and engaging experience.
– **Load Balancing**: To ensure optimal performance and handle potential scalability requirements in the future, I have integrated **Nginx** into the application. Nginx effectively balances the load on the application, guaranteeing smooth operation even with a substantial user base.
– **Database Integration**: To prioritize data security, **MongoDB** is utilized to securely store all user credentials. The **Argon hashing algorithm** further enhances data protection, maintaining privacy and confidentiality.

## TECHNICAL SKILLS AND INTERESTS

**Languages**: C++, Javascript, Python Ruby, Go, Solidity
**Testing Tools**: Chai, Mocha, RSpec
**Web Technologies**: Angular, NodeJS, React, ExpressJS, Ruby on Rails
**Databases**: MongoDB, PostgreSQL
**Tools**: Git, Github, Postman, Jenkins, Docker, Ansible

## HONORS AND ACHIEVEMENTS

– **Global Rank 217 in CodeChef March Lunchtime**                        *CodeChef 27th March*
– **1st Position In Codentine Competitive Programming**                  *CodeChef 13th - 19th Apr 2020*

## RELEVANT COURSEWORK

– Data Structures and Algorithms, Object Oriented Programming, Operating Systems, Database Management System, Computer Networks, Theory of Automata, Discrete Mathematics, System Design