

ABHIMANYU TAK

manyu.abhi17@gmail.com | +91-9108286988

DOB: July 17, 1992

EDUCATION	Dhirubhai Ambani Institute of Information & Communication Technology, Gujarat B.Tech in Information and Communication Technology 2011-15
SKILLS	<ul style="list-style-type: none">• <i>Programming Languages:</i> JavaScript, Python, C++• <i>Frontend:</i> AngularJS 1.x, React, Redux, HTML5, CSS3• <i>Backend:</i> NodeJS, Express, Loopback• <i>Databases:</i> Postgres, MySQL• <i>Other:</i> Docker, Elasticsearch, Git
EXPERIENCE	<p>Senior Software Engineer (November'17 - Present) RentoMojo - Online Rentals Platform</p> <ul style="list-style-type: none">• Designing and writing scalable backend features and microservices for logistics, partners and customer facing services.• Analyzing and continuously improving the performance of platform and related apps.• Mentoring new developers and helping people across various teams like data and operations. <p>Full Stack Developer (January'17 - October'17) HomeYantra - E-commerce for Large Appliances</p> <ul style="list-style-type: none">• Led the development for mobile web app and built end-to-end features using NodeJS, Express, React, Redux and AngularJS.• Responsible for building and maintaining the infrastructure and ensuring maximum up time across the platform.• Built a price comparison engine which scrapes data from popular e-commerce platforms.• Implemented fuzzy search using multi match queries with auto-complete using Elasticsearch. <p>Software Engineer (September'15 - November'16) SllicePay - Micro-lending platform for students</p> <ul style="list-style-type: none">• Responsible for developing most of the user facing features with responsive interface and cross-browser compatible scripts.• Built gamified Intern Portal by introducing roles to the existing client side logic for users which drastically improved the approval rates.• Written server side scripts and APIs for data analytics framework. <p>Contract Developer (May'15 - August'15) Google Summer of Code</p> <p>Implemented a procedural terrain generation engine for PySoy, an open source cloud gaming engine.</p> <ul style="list-style-type: none">• Introduced a pseudo random height-map generator using Simplex Noise.• Added Tri-Planar texture mapping with improved blending techniques to avoid stretching and overlapping. Also added custom shaders to override the default planar mapping technique.• Worked on LOD using quadtrees to improve the rendering performance of large terrains. <p>LINKS</p> <p>Website: abhimanyutak.com Github: github.com/abhimanyutak</p>