Abhigyan

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EDUCATION

CMR INSTITUTE OF TECHNOLOGY
BE in Computer Science
July 2023(Pursuing) | Bengaluru, KA
CGPA: 8.83 / 10

KENDRIYA VIDYALAYA DRDO
CBSE (Class XII)
2019 | Bengaluru, KA
Percentage: 92.4%

AIR FORCE SCHOOL
CBSE (Class X)
2017 | Bengaluru, KA
CGPA: 10 / 10

LINKS

Github:// Sunny619
YouTube:// GameRuby
Leetcode:// AbhigyanOP

COURSEWORK

UNDERGRADUATE
Data Structures & Algorithms
Design and Analysis of Algorithms
Object Oriented Programming
Operating Systems
Database Management Systems
Computer Networks
Artificial Intelligence
Machine Learning

SKILLS

PROGRAMMING
Experienced:
C++
Java
Unity 3D
Intermediate:
C • C# • Python • Javascript
• Node js • HTML • CSS • MySQL
• Android Studio • OpenGL
Familiar:
Kotlin
Express
OpenCV
MediaPipe

EXPERIENCE

PHONEPE | SDE, SRE
July 2023 - Present | Bengaluru, KA
- Optimized cloud infrastructure performance, caching smartly to reduce API calls which reduced average response time by upto 80%.
- Developed and maintained monitoring and alerting systems, with smart suggestions to handle issues and minimize downtime.
- Worked on the automation of complex workflows, improving reliability and performance.

PHONEPE | SRE Intern
Feb 2023 - May 2023 | Bengaluru, KA
- Designed and developed a high availability full stack application.
- Created multiple VMs with fault tolerance and load balancing.
- Technologies used: Nginx, Nodejs, Express, Cassandra, Multipass

PROJECTS

STEVE'S RUN | Video Game
Link: Google Play Store
- 34,000+ App views with thousands of downloads.
- 4.8/5 Star Rating on Play Store with many Positive reviews.
- Game Development - C# Unity 3D, Monetization, Google Play Console.

META-CALL | P2p Video calling application
Link: Meta-Call Website
- Improved Performance by 80% in scaling of peers.
- Fixed a vulnerability in PeerJs using calls to Node.
- 1st privacy centric video calling app with an integration to the Metaverse.

ENDLESS RUNNER WITH BODY TRACKING | OpenGL App
Application that converts your body movements into game inputs
- Created 9 finite automata states for effective transition.
- Tracks 33 pose landmarks and converts them into in-game actions.
- OpenGL- Virtual Environment, OpenCV and Mediapipe- Image Processing

ACHIEVEMENTS

- Final year Project Exhibition, Winner (CMRIT), 2023.
- Best Database Management Project (CMRIT), 2022.
- TYL Hackathon C++, Winner (CMRIT), 2021.
- Global Rank 46, Codechef September Challenge 2021.
- Cleared the Google Code jam, 4 years in a row (2019-2022).

CO & EXTRA-CURRICULAR ACTIVITIES

- Certified on topic "Algorithm Toolbox" and "Python" from Coursera.
- Competitive Coding
- Represented Air Force School in SGFI Chess Zonal level.
- Worked with various institutions and contributed to many open-source projects in Google Codein 2018 and 2019.
- Hobbies: Basketball, Cricket, Football, Kabbadi, Badminton, Cycling