

# Abhigyan

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## EDUCATION

### CMR INSTITUTE OF TECHNOLOGY

BE IN COMPUTER SCIENCE  
July 2023 | 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 | OPENGGL 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