

ANKUR SHEEL

E: ankur.sheel@gmail.com • M: (+64) 204 049 4840 • Auckland, New Zealand

SUMMARY

I am a software developer who strives to help people become more efficient and productive. I enjoy building tools that help reduce the time to complete tasks, making code maintainable by using refactoring techniques and adding test coverage. I take an active interest in improving processes to benefit my team members. I have often been brought into different projects because of my debugging skills. I also enjoy extending my technical skillset by indulging in side-projects.

PROFESSIONAL EXPERIENCE

Senior Software Engineer 2

First AML Auckland, New Zealand

Nov '19 – Present

I joined First AML as the 2nd Backend Engineer after they raised a Seed Round. Since then, the Product and Engineering team has grown to more than 30 people.

- I developed a solution to automate the running of identity verifications (with a 3rd party provider) on a button click. This reduced the time analysts spent verifying an individual from 5+ minutes to less than 1 minute.
- I designed and implemented a solution for copying complex entity structures across cases. This directly impacted analyst efficiency by reducing the time they spent building the entity structure and copying over information to a few seconds.
- I added email integrations to power the forms sent to end users. I also created a slack integration to notify analysts if the email could not be sent because of a bounce/complaint error.
- As part of a team, I did a lot of the integration changes to integrate with a new data provider so that we could expand into new markets.
- As part of a team, I worked on client and user management. This work contained some exciting concepts around storing secrets per client but not exposing them on the API. It also removed the need for anyone to directly access the production database to create users and clients.
- I helped deliver a Public API offering which was vital in increasing revenue opportunities.
- I built a Feature flag system for the backend, which helped merge small PRs to the production branch. I created an open-source tool to easily modify feature flag files.
- I migrated the backend from GraphQL.Net to HotChocolate and set up conventions for the API.
- I introduced the use of approval.net to quickly validate schema changes.
- I started a fortnightly retrospective and lunch-n-learn for the product and engineering team.
- I introduced No Meeting Thursdays and stress-free code reviews to improve developer. I wrote blog posts around this which have helped attract talent and explain our culture to new starters.

Software Developer

Pushpay
Auckland, New Zealand

Jul '18 - Nov '19

- I was the feature lead for various features and worked on several features and bug fixes.
- I built a Feature Flag system for the new platform for donor development.
- I devised a strategy and rollout plan to add a Content Security policy to the website.
- I created a Postman collection which enabled QA to test ajax endpoints protected against Cross-Site Request Forgery attacks. I also wrote a blog post about it.

Consultant (Remote)**Immerz
Mumbai, India***May '18 – Aug '18*

Immerz had recently expanded into the educational video game space and needed help hiring a senior game developer.

- I worked closely with the executive team to set up the recruiting pipeline.
 - I created the take-home test and conducted the 1st round of technical interviews until the team was comfortable running them independently.
 - I mentored junior programmers (mostly web developers) over a weekly call to help them make the code more maintainable, scalable, and designer-friendly.
 - I also acted as a sounding board for the Head of Engineering for various initiatives.
-

Software Developer**Vista Entertainment Solutions
Auckland, New Zealand***Apr '16 – Jun '18*

- I worked on several features and bug fixes to enhance the POS (Point of Sale) system.
 - I helped set up the basic bindings for Specflow for our unit/feature tests. This enabled the QA team to help write the tests.
 - I introduced style and static analysers to ensure that the team maintained the coding standards.
 - I reduced the number of warnings (by more than 1500) while continuously refactoring the legacy code to make it more readable and maintainable.
 - I initiated an increase in intra-team communication across the cohort, which helped us avoid duplicated efforts and keep other members apprised of changes and best practices.
 - I emphasised using unit tests over system tests to have a faster feedback loop.
-

Mid-Level Programmer**Gameloft (New Zealand)
Auckland, New Zealand***Jun '14 – Jan '16*

Project(s): Ice Age Adventure, Ice Age Avalanche, Pastry Paradise, FPS Prototype, Life Simulation prototype, mobile strategy game (unpublished)

- I added gameplay features in various games.
 - I was responsible for planning, estimating and delegating AI tasks. I also conducted an AI masterclass for the whole studio, which was well-received by developers and designers.
 - I created a tool which allowed the Game Economy designers to see their changes (locally) in the game without requiring developer help or pushing their changes to the server.
 - I added support to hot load localisation files to reduce the turnaround time for localisation-related tasks. I also added support to display multiple fonts in the same string and made various enhancements to the tool to enable rendering text in Arabic.
 - I automated the creation of QA submission builds to test the game on IOS devices.
 - I modified the premake script to reduce the time spent on static analysis and validation from upwards of 5 minutes to a few seconds. This enabled us to validate the code every time we built the solution.
-

Previous Experience

- **Senior Software Engineer**
Knowledge Adventure India Private Ltd
Bengaluru, India (Aug '11 – Apr '14)
- **Gameplay/AI Programmer**
BlueGiant Interactive Private Ltd
Hyderabad, India (Aug '10 – May '11)
- **Game Programmer**
Trine Game Studios
Mumbai, India (Jun '07 – Apr '08)
- **Game Programmer**
Dhruva Interactive
Bengaluru, India (Jul '06 – Jun '07)
- **Associate (Mainframes)**
Perot Systems (India)
Noida, India (Jul '05 – Jun '06)

I added gameplay features in various games. I was also responsible for interviewing game developers.

I enhanced the existing gameplay and made the game-play architecture more data driven.

I designed, implemented, and tested the AI system.

I extended and re-implemented AI algorithms to make them portable for Symbian devices.

I was part of the team which made the existing IBM mainframe application, SOX compliant.

Other Projects

- [xUnitHelpers](#) adds helpers that come in handy when writing tests with xUnit. **Technology:** C#
- [FeatureFlagHelper](#) is a console app to easily modify feature flag JSON for multiple environments. **Technology:** C#
- [StatiqHelpers](#) is a wrapper around Statiq.Web to build my static websites. **Technology:** C#
- A route planner takes a list of waypoints and uses the Google Maps API to get the distance between them. A genetic algorithm finds the optimal route. The application then spits out an HTML file with the route and directions. **Technology:** Python, C++
- An agent that learns how to play Tetris through Q learning. **Technology:** MATLAB
- Demo to showcase how different easing functions behave. **Technology:** C++, DirectX

AWARDS

- Awards for 2 of the 5 core values at First AML – (1) Customer Comes First; (2) Innovate.
- High Five Award for the Content Security Policy work from Pushpay.
- Award for improving code quality from Vista Entertainment Solutions.
- “Letter of Appreciation” from (Mckesson Corporation (the client) while working at Perot Systems.
- “Pat on the Back” award from Perot Systems.

EDUCATION

Master of Science: Computer Science
University of Southern California • Los Angeles, CA, USA

Bachelor of Science: Computer Science and Engineering
Manipal Institute of Technology (MAHE) • Manipal, India