

ANKUR SHEEL

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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

Software Engineer

Atlassian
Remote

Nov '22 – Present

- I inherited a partially complete work breakdown for optimising attachments loading in Jira. I completed the work breakdown and took full ownership. Over a period of 6 months, I delivered a 90ms improvement at P90. This included implementing both backend and frontend solutions.
- I successfully designed and delivered a solution to increase the reliability of Issue Create by enabling idempotent retries. The design was future-proof for adjacent use cases and other teams were able to onboard without much effort.
- I proposed a solution and resolved an issue where customers were not able to rename projects with a large number of issues by breaking the update into batches and moving it to a background task.
- I successfully investigated and resolved a 3-year-old customer problem related to worklog inconsistencies
- I introduced a new **FeatureFlagWillMakeThisObsolete** annotation to help with Feature Flag cleanups. This annotation has been adopted by other teams.
- I wrote a blog post highlighting the benefits of small commits in PR's which was well received by the organisation and drove a lot of fruitful discussions.

Senior Software Engineer 2

First AML
Auckland, New Zealand

Nov '19 – Oct '22

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

- I developed a solution to automate the running of identity verifications (with a 3rd party provider). 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
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need for anyone to directly access the production database to create users and clients.

- 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 ran introductory sessions for Insomnia and Feature Flags for people who were new to those concepts.
 - 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 helped attract talent and explain the culture to new starters.
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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.
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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.
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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.
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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

You can find more projects at <https://www.ankursheel.com/cv>

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.
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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
