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SUMMARY

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

PROFESSIONAL EXPERIENCE

Senior Developer   **First AML**   *Nov '19 – Present*
                              Auckland, New Zealand

- I developed a solution to automate the running of identity verifications on a button click. This directly impacted analyst efficiency by bringing the time they spent on verifying an individual from upwards of 5 minutes to less than a minute.
- I created a slack integration to notify analysts if an email (from the platform) could not be sent because of an error.
- 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 productivity and morale.
- I built a Feature flag system for the backend.
- I enabled cypress artifacts on our build pipeline so that it was easier to debug broken e2e test.
- I migrated the backend from Graphql.Net to HotChocolate
- I am actively involved in hiring for the engineering team and I try to ensure that we hire people who will improve the team culture.

Software Developer   **Pushpay**   *Jul '18 – Nov '19*
                               Auckland, New Zealand

- I built a Feature Flag system for the new platform for donor development.
- I came up with a strategy and roll out plan to add 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 (by automatically adding the anti-forgery token to the request).
- I was the feature lead for various features and worked on a number of features and bugfixes.

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

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

- I worked closely with the executive team to setup the recruiting pipeline.
- I created the take home test and conducted the 1st round of technical interviews till the team was comfortable conducting them on their own.
- 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 a number of features and bugfixes to enhance the POS (Point of Sale) system.
- I helped setup the basic bindings for using 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 coding standards were maintained.
- I reduced the number of warnings (by more than 1500) while continuously refactoring the legacy code to make it more readable and maintainable which enabled us to turn on the 'Treat Warnings as Errors' flag.
- I initiated an increase in intra-team communication across the cohort which helped us avoid duplicated effort and keep other members apprised of changes and best practices.
- I emphasized the use of 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.
- When I was responsible for planning, estimating and delegating AI tasks, I conducted an AI masterclass for the whole studio which was well received by both designers and developers.
- When I was responsible for the Monetization and Retention development tasks, 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.
- When I was responsible for the Localization tasks, I added support to hot load localization files to reduce the turnaround time for localization related tasks. I also added support to display multiple fonts in the same string. I also made various enhancements to the tool to enable rendering text in Arabic.
- When I was responsible for the build and bug database in the Lead Developers absence, I reduced the number of manual steps (by creating a script) to make a QA submission build.
- 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 the solution was built.
- I suggested and moved the unit tests into separate files for easy manageability.

Previous Experience

• **Knowledge Adventure India Private Ltd** Bengaluru, India (Aug '11 – Apr '14)	I added gameplay features in various games. I was also responsible for interviewing game developers.
• **BlueGiant Interactive Private Ltd** Hyderabad, India (Aug '10 – May '11)	I enhanced the existing game-play and made the game-play architecture more data driven.
• **Trine Game Studios** Mumbai, India (Jun '07 – Apr '08)	I designed, implemented and tested the AI system
• **Dhruva Interactive** Bengaluru, India (Jul '06 – Jun '07)	I extended and re-implemented AI algorithms to make them portable for Symbian devices.

• **Perot Systems (India)** Noida, India (Jul '05 – Jun '06)	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. T*echnology:* C#
- Multiple contests on Codingame.com *Technology:* C++, C#
- A route planner that 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 a html file with the route and directions. *Technology*: Python, C++
- An agent that learns how to play Tetris through Q learning. *Technology*: MATLAB
- An autonomous robot that navigates a maze and find a pre-defined object. It uses a motion model to recalculate the probabilities of its current location in the maze using an ultrasonic sensor. It also uses blob- recognition (existing library) to find the object in the maze. *Technology*: C++
- Demo to showcase how different easing functions behave. *Technology*: C++, DirectX
- Contributor to nucl.ai course: The Principle of Modern Game AI

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

For More Information on Roles, Published Games, Personal Projects and publications please visit
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