

# 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 my team members take to complete tasks, 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.

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## PROFESSIONAL EXPERIENCE

<b>Senior Software Engineer 2</b>	<b>First AML Auckland, New Zealand</b>	<i>Nov '19 – Present</i>
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I joined First AML as the 2nd Backend Engineer after they raised their 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 on a button click. This reduced the time analysts spent on verifying an individual from 5+ minutes to less than 1 minute.
  - I designed and implemented a solution for copying complex entity structures. This directly impacted analyst efficiency by reducing the time they spent building the entity structure 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 an error.
  - As part of a team, I did a lot of the integration changes to integrate with a new data provider.
  - 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. This also reduced the number of times someone accessed the production database (directly) 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 in merging small PR's to the production branch.
  - I migrated the backend from GraphQL.Net to HotChocolate
  - I introduced approval tests to the backend to make it easier to ensure our API schemas were working correctly.
  - 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 wrote blog posts around this which have helped explain our culture to the new starters and attract talent.
  - Founding member of the Product and Engineering Diversity and Inclusion Alliance.
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<b>Software Developer</b>	<b>Pushpay Auckland, New Zealand</b>	<i>Jul '18 – Nov '19</i>
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- 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 (by automatically adding the anti-forgery token to the request).
  - I was the feature lead for various features and worked on several features and bug fixes.
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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.
  - 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 developers and designers.
  - 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 developer's 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 we built the solution.
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## 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 game-play 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 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
- 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