# Ashray Ajit Shetty

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## Summary

Software Engineer with **3 years of experience** building scalable backend and distributed systems. Strong ownership across the **full SDLC**, including design, implementation, CI/CD, and production support, with a focus on performance, reliability, and secure delivery.

## Education

**Master of Science in Computer Science**, Stony Brook University                              *2025 – 2027*
Relevant Coursework: Distributed Systems, Database Systems, Natural Language Processing
CGPA: 3.7 / 4.0

**Bachelor of Technology in Computer Science**, PES University                              *2018 – 2022*

## Technical Skills

**Languages:** Java, Go, Python, TypeScript, JavaScript, C#, SQL, Kotlin, HTML, CSS
**Backend & Systems:** Apache Kafka, REST APIs, Zookeeper, GRPC, PAXOS, PBFT, Two Phase Commit
**Databases:** ClickHouse, Elasticsearch, Redis, MongoDB, PostgreSQL, BoltDB
**Cloud & DevOps:** Docker, Kubernetes, AWS, Azure, CI/CD, Git, Heroku, Ansible, Grafana, Prometheus
**Frameworks:** Django, Flask, React.js, AngularJS, Express.js, Spring MVC, JUnit, Cucumber, Spring Boot

## Experience

**Vymo Technologies Pvt. Ltd.**                              **Bengaluru, India**
*Software Development Engineer*                              *Jul 2022 – Aug 2025*

- Enhanced a **high-throughput data dissemination service** using **Java and Apache Kafka**, enabling **chunked, compressed multimedia delivery** for **900K+ leads**.
- Led **end-to-end development** of an external agent onboarding workflow with **OTP authentication** and bulk uploads, onboarding **500K+ users**.
- Developed a **gamified user leaderboard** using **Node.js and Elasticsearch**, driving a **26% increase in engagement** via **real-time activity tracking**.
- Improved analytics latency by **53%** by designing a **ClickHouse based metrics layer**.
- Served as **on-call lead**, cutting incident resolution time by **80%**; mentored engineers and owned work across the **SDLC**.

*Software Engineering Intern*                              *Jan 2022 – Jun 2022*

- Improved file upload security by **83%** by integrating **ClamAV** to mitigate malware, EXIF, and XSS attacks.
- Built the organization's **first CI/CD pipeline** for a distributed rule engine using **Java, JUnit, and Cucumber**.

## Projects

- **Sharded Distributed Banking System**: Built a sharded transactional system in **Go** using **Multi-Paxos** and **Two-Phase Commit**, with **BoltDB persistence** and **dynamic shard rebalancing**, sustaining **1000-1200 transactions per second**.
- **POKéGAME**: Created a **C# WPF app** that simulates Pokémon style battles and uses **AES encryption** to securely save and load player progress.
- **Profanity Sir-Cuss**: Built a **Python based web scraper** using **BeautifulSoup and lxml** to generate a lyrics dataset for profanity analysis.