Manika

E-Mail: manika.2301@gmail.com   **Mobile:** +91-9953251062

Accomplishment-driven and solutions-focused professional offering **12.5 years** of experience; targeting senior-level job roles in **Technical Architecture/ Application Development** with an esteemed organization

Profile Summary

- Possess rich expertise in **Technical Architecture, Software Engineering, and Project Management**, with a primary focus on client-sided projects within the **C++ domain.**
- Leveraged extensive experience in **Application Development Lifecycle** right from requirement analysis, designing & development, coding & debugging to the maintenance of proposed applications.
- Proficient in **C/C++, data structure, design patterns, Jenkins, SVN, Git, Gerrit,** and other relevant technical skills, with a proven track record of leveraging these competencies to **drive impactful contributions in software development, maintenance, and project management.**
- Notable success in facilitating **UI designing, engine development, and framework development for Landbase Slot games** at Ingenuity Gaming, ensuring seamless integration and optimal performance, while fostering a cohesive work environment and ensuring adherence to project timelines and quality standards.
- Proficient in end-to-end **project planning, implementation, and strategy for Application Lifecycle Management** to ensure high-quality project deliverables.
- Highly skilled in **collaborating with cross-functional teams including Art, Development, and Testing Team to ensure accurate UI implementation** to enhance user engagement.
- Proven track record of effectively **conveying complex technical requirements to key stakeholders and guiding development teams** in large-scale projects to facilitate seamless communication between systems.
- **Exhibit strong project management skills** that have resulted in repeated success in leading the design & launch of leading-edge solutions

Core Competencies

Project Management	Application Development Lifecycle	Solution Architecture
UI Design & Implementation	User Experience Optimization	Agile Methodology
Requirement Analysis	GUI Applications Maintenance	Client Relationship Management
Data Structures & Design Patterns	Quality Assurance	Engine & Framework Development

Technical Skills

- **Programming Languages:** C, C++, C++11
- **Operating Systems:** MS Windows, Linux
- **Development Environments:** Visual Studio 2019
- **Version Control Systems:** SVN, Git, Gerrit
- **Build and Continuous Integration:** Jenkins
- **Issue Tracking and Project Management Tools:** Bugzilla, JIRA
- **Programming Paradigms:** Object-Oriented Programming (OOP)

Work Experience

May 2019 - Present | Ingenuity Gaming | Technical Lead

Key Result Areas:
- Implementing innovative UI designs and math development for Landbase Slot games, resulting in an enhancement of the gaming experience and customer satisfaction, showcasing a keen focus on delivering high-quality results within stipulated timelines.
- Collaborating with cross-functional teams to drive the successful execution of projects, fostering a cohesive work environment, and ensuring adherence to project timelines and quality standards.
- As a Technical Lead, spearheading a team of 8, working on code reviews for efficient software development.
- Spearheading the creation and evolution of robust technical architectures for software solutions.
- Leveraging a hands-on approach in developing and maintaining core engines or frameworks to support various applications.
- Implementing best practices for code quality, scalability, and maintainability in the development process.
- Integrating best practices into the design and development of technical architectures and frameworks.

June 2011 - April 2019 | HCL Technologies, Noida | Lead Engineer

Growth Path/ Deputations:
January 2016 – April 2019 as **Lead Engineer**
November 2015 – December 2015 as **On-site Technical Engineer (Japan)**
April 2015 – October 2015 as **Software Developer/ Lead Engineer**
January 2015 – April 2015 as **Project Support Engineer (Japan)**
June 2011 – January 2015 as **Software Developer**

Key Result Areas:
- Played a pivotal role as a Lead Engineer in software development, overseeing the end-to-end project lifecycle, and ensuring the seamless delivery of high-quality solutions.
- Led a team of professionals, providing guidance, mentorship, and technical expertise to drive the successful completion of projects within stipulated timelines.
- Spearheaded critical software development initiatives, resulting in the successful delivery of high-impact solutions, driving operational efficiency and customer satisfaction.
- Played a key role in the application development for camcorder, demonstrating expertise in C/C++ and Linux environments, and providing technical leadership to a dedicated team.
- Facilitated knowledge transfer sessions, conducted code reviews, and ensured the adherence to quality standards and project requirements.
- Led a team of 5 members in the application development for a professional camcorder project using C/C++ on Linux.
- Facilitated the creation of the BCU document and reviewed OD in alignment with project requirements.
- Conducted source code reviews and quality inspections to ensure adherence to coding standards.
- Addressed Jira issues and submitted Root Cause Analysis (RCA) reports promptly.
- Provided comprehensive knowledge transfer sessions to onboard new team members.
- Conducted an onsite visit for knowledge transfer on a new professional camcorder model.
- Restructured MENU and Utility classes, incorporating new features such as FTP Transfer for sophisticated sharing options and live streaming through Wi-Fi or Wired LAN connection.
- Led a small offshore team of 6 members, overseeing the development process.
- Developed applications for ActionCam (Professional) using C/C++ on Linux.
- Gathered requirements from functional specifications in collaboration with TL to understand design flow using UML diagrams with ERP tools.
- Ensured feasibility in the current source code design and implemented modifications before the schedule.
- Created and executed FFT, developed a network module interacting with MW APIs for image transfer to smartphones, and extended its support to ActionCam.
- Provided onsite technical support and software development for ILDC cameras, including a new handheld ActionCam model.
- Conducted KT sessions for the ongoing ILDC camera model, addressing client queries and offering both basic and advanced KT to comprehend the underlying structure.
- Involved in the application development of ILDC (Mirrorless) cameras, contributing throughout the SDLC phases based on MVC.
- Played a crucial role in requirements analysis, design document preparation, and defining the scope of the problem.
- Implemented various features, including new frame rates for higher quality movie recording, smooth slow playback of movies, and high-resolution still images in DSLR cameras.
- Managed code versioning using GIT and actively engaged in client and team interactions.
- Conducted UI design using C++ on the Linux platform.

Education

2011: B.Tech./ B.E. (Information Technology)
YMCA Institute of Engineering and Technology, Faridabad

Personal Details

Date of Birth: 23rd January 1989
Languages Known: English, and Hindi
Address: Noida, Uttar Pradesh