Nikhil **Yadav**

SOFTWARE ENGINEER

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Introduction

Experienced Software Development Engineer with a strong background in backend engineering. Proficient in a range of programming languages and technologies, with a proven track record of contributing to critical projects and automating complex workflows.

Work Experience

Uber   *Bangalore, India*
SDE - 1 (FULFILLMENT LOGISTICS)   *July. 2022 - Present*

- Founding member of Fulfillment Finalization, migrating the post-trip processing to a newer stack, bridging the gap between the real-time fulfillment systems and long term persistence with the various enrichment including fares, handing off 27m+ trips daily.
- Owned Observability of fulfillment-finalization service, by adding the custom logs and metric tags, alerting on the various scenarios eg increased error by lob, marketplace, order-status to detect and triage the bugs/issues more quickly.
- Led the strategies for addition of CTFs (Composible tests) for the trip finalization step in the existing core trip flow CTFs, enabling the rigorous test for the post-trip flow. Enabled new tests with success % > 90. Helped team members and GSS team(ext) to quickly on-board on CTF framework and contribute.
- Designed and implemented Cadence workflows to automate the various manual efforts like weekly stuck-trip report generation, manual-payout to drivers for stuck-trips, back-filling/updating the data in long-persistence storage which aimed to reduce onCall engineer's one day weekly effort to zero.
- Build tooling to investigate and triage faster stuck-trips, by adding scripts using cobra, injecting the human-readable errors to hive for stuck orders which helped on-call engineer to quickly triage the issue
- Additionally, I have played a pivotal role in resolving bugs and ensuring the reliability of finalization processes through comprehensive testing and debugging efforts. Beyond my primary responsibilities, I have also actively contributed to projects like Uber for Business (U4B) on-boarding and the Quark initiative, showcasing versatility and a proactive approach to tackling new challenges.
- Tech stacks used - Java, Go, CFF, M3, Zap, Tally, Cadence, Cobra, Kafka, Grafana, Kibana etc

Acko General Insurance   *Bangalore, India*
SDE INTERN (PART OF CENTRAL VERTICAL PLATFORM POD)   *Jan. 2022 - June. 2022*

- As a part of platform team contributed to the development of highly scalable projects
- Created a full fledged application (Backend) in java (spring boot) called Segment-schema-registry implementing maker-checker flow with auth to automate on-boarding various teams on Segment, bringing the onboarding time from 1-2 weeks down to 1-2 days.
- Increased the reliability of Central Payout service by adding the UTs covering various scenarios. (increased UT coverage to 75% from 20 %
- Tech stacks used - Java, Spring Boot, Postman, Go, kafka, kibana, Sqlite3 etc

Education

Indian Institute Of Information Technology   *Lucknow*
BACHELOR OF TECHNOLOGY (B. TECH) IN INFORMATION TECHNOLOGY   *July 2018 - July 2022*

- SGPA - 8.55

St. Mary's Convent School   *Sonatalab , Varanasi*
INTERMEDIATE   *2017*

- Percentage - 93.6% (CBSE)

St. Mary's Convent School   *Sonatalab , Varanasi*
HIGH SCHOOL   *2015*

- CGPA - 10/10 (CBSE)

Achievements

2020	**ACM-ICPC Asia Kanpur Region**, Global Rank 77		*ICPC*
2021	**Kickstart**, Global Rank - 352 (Round G)		*Google*
2020	**Data Structures and Algorithms Coding Contest**, Global Rank -11 (June) , 18 (April)		*HackerEarth*
2020	**April Circuits**, Global Rank -69		*HackerEarth*
2019	**Cypher November**, Global Rank -9		*Codechef*

Maximum Ratings Achieved

CodeForces :	1733 (Expert)
HackerEarth:	1702
CodeChef :	1952

Project

Skedyul App (Android)

Technology Used : Kotlin, XML, SQLite

- The app provides comprehensive information on upcoming and ongoing coding contests across platforms like HackerEarth, CodeChef, Code-Forces, AtCoder, and KickStart.
- Users can add custom contest details, set reminders for upcoming important Contests, see their various coding profiles.
- The app fetches contest data using REST APIs and employs SQLite3 for local database storage.

AR Piano

Technology used : Vuforia SDK , Blenderis

- The idea behind this project is that user can feel the experience of playing Piano/Keyboard using mobile app in AR space without actually investing any amount in instrument .
- Vuforia SDK used for implementing AR.
- Blenderis used for 3D modelling of Piano

Skills

Technical	C/C++, Java, SpringBoot, Go, Kotlin(basic), Python, Linux, Android Development, Git, Redis, Postgres, MySQL, Docker, Logging, OS, DBMS, Data Structures, Algorithms, Problem Solving, OOPs, Distributed Systems, Micro-Services, Kafka, Grafana, M3, Cadence, CFF, BackEnd
SOFT SKILLS	Profound in Business level Communication Skills in English, Logical Analysis , Sense of Ownership and leadership, keen desire to learn, Like being Generally Aware