Nishant Chaudhary

Software Engineer





chaudharynishant.github.io

EDUCATION

B.Tech. in Computer Science

2016 - 2020

Graphic Era Deemed to be University

8.59 / 10

XII (CBSE)

2014 - 2016 Army Public School 88.4%

X (CBSE)

2012 - 2014 Army Public School 8.6 / 10

SKILLS

Apache Spark

Python

AWS Microsoft Azure

Delta Lake

SQL

Data Structures and Algorithms

CERTIFICATIONS

- Microsoft certified Azure Fundamentals (AZ-900)
- Microsoft certified Azure Data Fundamentals (DP-900)
- Infosys certified Software Programmer
 - Infosys certified Global Agile Developer



Software Engineer with 3 years of experience in Big Data stack, specifically PySpark, Python, AWS and Microsoft Azure, passionate about building products that have the potential to benefit millions by applying in-depth knowledge of Data Structures and Algorithms.

PROFESSIONAL EXPERIENCE

Software Engineer I

Dec 2021 - Present

Tekion Corp

Working as a Data Engineer in the Data Platform team.

Designed and implemented change data capture-based ingestion pipelines improving the data quality by 10% and delay by 30%.

Reduced S3 costs by 40% by optimising Apache Spark and Delta Lake.

Led the schema registry project which gave one view of 90% of the table's schema present in the data warehouse and source databases.

Optimised the raw data ingestion improving the ingestion time by 50%.

Specialist Programmer - Big Data

Oct 2020 - Dec 2021

Infosys Limited

Key responsibilities included implementing and managing the data flow pipelines, ingestion modules and metadata store.

Designed and implemented a unified data pipeline to ingest 60+ datasets accounting for more than 30% of the total load.

Able to design data flow and implement validations or transformations for datasets as huge as 1.5 million records.



PROJECTS

Augmented Reality Android App

Jul 2019 - Apr 2020

Developed an Augmented Reality based food ordering application for Android, which helps the user to visualize a 3D model of the food item in real-world. The application is live on Google Play.

Instagram Filter

Jul 2020

Created an Instagram game filter/effect in Spark AR Studio, which can be played by two players simultaneously. Handled the patch editor, scripting, coding and overall logic of the project.

ACHIEVEMENTS

Finalist of Spark AR Open Program by School of Innovation India from Facebook.

Scored 96.5 percentile in GATE (CS) 2020.