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

Microsoft Azure

PySpark

Python

Databricks

Data Structures and Algorithms

Augmented Reality

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 10 months of experience in Big Data stack, specifically PySpark, Python and Microsoft Azure, passionate about building products that have the potential of benefitting millions by applying in-depth knowledge of Data Structures and Algorithms.

PROFESSIONAL EXPERIENCE

Specialist Programmer - Big Data

Oct 2020 - Present

Infosys Limited

Working as a Data Engineer in the Data Sharing and Ingestion team.

Key responsibilities include 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.

Q&A Expert (CS)

Mar 2018 - May 2019

Chegg Inc.

Provided solutions to more than 110 computer science questions asked by students on the online platform.

The overall upvote percentage was 85%.



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.

Smart Audio Controller

Mar 2018

Built a utility software in Java that takes live video as input and controls the audio of the system using the gestures made.



ACHIEVEMENTS

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

Scored 96.5 percentile in GATE (CS) 2020.