Vishal Salgotra

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Summary of Skills

- Software Engineer with 6 years of experience in OOP, C/C++ and Linux.
- Strong Debugging, Application Optimization and Problem solving skills.
- Experience of Test-Driven Development and Refactoring Legacy code.
- Experience of Low latency application development for Algorithmic Trading and High Frequency Trading.
- Speaker at local user groups and conferences.

Technical Skills

Languages:	C++, C.
Operating System:	Linux, Windows.
Tools &Technologies:	C++11/14, STL, BOOST, BOOST Unit Test, GCC, GDB, OOPs, TDD, FIX, FAST, Quick FIX, QuickFAST, Lint, SVN, GIT, CMake

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Work Experience

March, 2017 – Present
Associate – Application Developer, J.P. Morgan

Responsible for design and development of a Distributed Data Store with an agnostic persistent layer and fast notifications of data changes to all subscribed clients.

January, 2014 – March, 2017
Senior Software Engineer, Estee Advisors

Design, Development and support of Low Latency Trading Platform and associated components for High Frequency Trading and Algorithmic Trading.
Role: Market Data Parsing, Optimization of latency critical applications, C# Interoperability for C++, Data Log Analysis, Production Support.

- Designed and developed low latency market data adapters for Chicago Mercantile Exchange, NASDAQ, Singapore Stock Exchange and National Stock Exchange.
- Optimized Legacy Market Data adapters. Decreased latency by a factor of 10.
- Developed core C++ library(with C# Interop) containing artifacts like ProCon Queue, Lock Free Circular buffer, Object Pool, Application Logger etc.
- Implemented a fast Lock Free Circular Buffers that can be used by multiple threads without having locks on it.
- Developed a FAST (FIX Adapted for Streaming) decoder with a latency of 60 µs at 95 percentile).

- Designed and developed a modular and scalable Tick-by-Tick market data adapter handling x million ticks per second with a latency of 10 µs, 20 µs, and 40 µs for 50, 95 and 99 percentile.

March, 2011 – January, 2014
Software Engineer, Aristocrat Leisure

Design and Development of slot based Casino games (Gen7, EGP, MK6) complying with various jurisdictional requirements using C and C++ on Linux platform for Electronic Gaming Machines.
Role: Gameplay Programming, Probability based mathematics design and implementation, Audio-Video Library Integration, Legacy Game Engine Refactoring.

- Built a Robot Test API that simulates human playing a game thereby providing auto play functionality.
- Developed Code Generators for mathematics test harness and mathematics implementation in slot games.
- Shipped many popular Games like There's the Gold, Pyramid Magic, Enchanted Heart, Queen of Atlantis and Dragons on the Lake

Open Source and Educational Projects

QtOpenAL API for Qt Framework
QtOpenAL (Open Audio Library) is a platform independent Qt/C++ wrapper library under development that makes it easy to use OpenAL in Qt applications for multichannel three dimensional positional audio.
Technologies: C++, Qt, OpenAL, Alure, Cmake.

Electrical Appliances Controller
Application software that with the aid of a specialized hardware can control the electrical appliances; offering features like timer controls and voice recognition.
Technologies: C, C++, MS Speech Recognition SDK.

Education

Qualification	Session	Institute	Percentage
Master of Computer Application	2008-11	University of Jammu	75.13%
Bachelor of Computer Application	2005-08	University of Jammu	70.24%

Personal Details

Father's Name	Sh. Baldev Raj
Date of Birth	11th March, 1988
Address	C-504, Yashodeep Heights, Sector 8A
	Airoli, Navi Mumbai, Maharashtra - 400708.