

# Saransh Kumar

lunaticdevs1337@gmail.com | XXXXXXXXXX

## EDUCATION

### Amity University, Noida

Bachelor of Technology  
Computer Science & Engineering  
July 2019 - May 2023  
Cum. CGPA: 8.41, Major GPA: 9

## LINKS

Website:// [saransh.pro](#)  
GitHub:// [CryptoSingh1337](#)  
Linkedin:// [saransh-kumar-2k19](#)  
Medium:// [CryptoSingh1337](#)

## SKILLS

Java • JavaScript • Golang  
Spring Boot • Hibernate • Drools  
Apache Maven • Git • GitHub  
RabbitMQ • MySQL • Redis  
JUnit • GitHub Actions • AWS  
Shell scripting • Linux • Docker  
Jenkins • Vue.js • Python  
Microservice Architecture  
Data structures & Algorithms

## COURSEWORK

Analysis & Design of Algorithms  
Advance Java Programming  
Software Architecture & Design  
Advanced Network Solution  
Machine Learning with Python  
Cyber Security

## PUBLICATIONS

Design of cloud based video sharing platform using Machine Learning ([paper link](#))  
Comparing Deep Learning and Traditional ML for Detecting Spam and Trolls on Video Sharing Sites ([paper link](#))

## ACHIEVEMENTS

Promoted to **SDE - 2** in the month of May, 2025.  
Employee of the month at **LoadShare Networks** for the month of Feb, 2024.  
Selected from **15,000+** participants for **Smart India Hackathon 2022** Grand Finals.

## WORK EXPERIENCE

### LoadShare Networks | Software Development Engineer - 2

July 2023 - Present

- Worked across multiple systems, including rule engine, finance, grievance management, payouts, referral, and data processing pipelines.
- Currently working on a critical service that handles financial operations related to **hyperlocal, quick commerce, and e-commerce**.
- Integrating a dedicated shift model into the rule engine and user service to reduce rider wait times by **15–20%** and incentivize peak-hour availability.
- Revamped the referral bonus calculation flow to easily integrate client referral rate cards and provide a better referral bonus structure according to the rider's state, **resulting in a 15% increase in referrals and onboardings**.
- Refactored earnings calculation flow using various **design patterns** to easily accommodate client-specific requirements, improving maintainability, and successfully integrated major quick commerce clients, including **Pincode** and **Amazon Now**, significantly **improving company revenue**.
- Designed a ticket management microservice and a state machine-based grievance system, enabled automated ticket resolution through preconfigured workflows, and **reduced issue resolution time by 35%**.
- Developed a flexible workflow framework with **GitHub** and **Jenkins** integration to automate rate card deployments, reducing errors, minimizing tech team involvement, and accelerating the shift to a SaaS model.
- Created a configuration-based point system to incentivize riders to deliver more orders and **reduced the cost per batch by 15%**.
- Proposed a system improvement plan, addressing various bottlenecks, and worked on multiple POCs, including a KIE service wrapper to hot-swap business rules.
- Tech Stack - **Java, Python, Spring Boot, Hibernate, Drools, MySQL, AWS, GitHub Actions, Redis, JUnit, Apache Maven**

### Amadeus | Software Engineer Intern

February 2023 - June 2023

- Integrated OpenAPI specification in API generation flow. Wrote a pipeline to deploy the API in the **Azure Function App** using **GitHub Actions, Terraform, and Terragrunt**.

### LoadShare Networks | Software Engineer Intern

June 2022 – September 2022

- Developed a Cash on Delivery (COD) microservice, enabled the system to accept COD orders, and increased order volume by **30%**.
- Designed API for managing zone configurations that increased system efficiency and the number of orders per day by **10%**.

## PROJECTS

### Serpent Clash

Demo | Live | GitHub

- Built a multiplayer snake game with an authoritative server for consistent state.
- Used **ECS** architecture for efficient, scalable and modular game logic.
- Implemented a tick-based system using goroutines and channels for deterministic updates, and optimized collision detection with quadtree spatial partitioning.
- Added server reconciliation and interpolation for smooth gameplay.

Tech stack: Golang, WebSocket, Vue.js, Pixi.js, HTML Canvas, Tailwind CSS, Docker

### VidFlow (Major's Project)

GitHub

- An open source video-sharing platform that features infinite scroll, pagination, and role-based security.
- Manages watch history, liked videos, and subscriptions. Provides recommendations and spam filtering using supervised, deployed on **AWS Lambda**.

Tech stack: Java, Spring Boot, MongoDB, Azure, AWS, TypeScript, Nuxt.js