Saransh Kumar

lunaticdevs1337@gmail.com | XXXXXXXXXX

EDUCATION

Amity University, Noida
B.Tech in CSE
2019 - 2023
CGPA: 8.41, Major GPA: 9

LINKS

Website:// **saransh.pro**
GitHub:// **CryptoSingh1337**
Linkedin:// **saransh-kumar-2k19**
Medium:// **CryptoSingh1337**

SKILLS

Java • JavaScript • TypeScript
Go • Spring • Spring Boot
Hibernate • Vue.js • Nuxt.js
HTML • CSS • Tailwind CSS
Git • GitHub • Docker
MySQL • MongoDB • AWS
Linux • Shell scripting

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

Employee of the month at **LoadShare Networks** for the month of February, 2024.

Selected from **15,000+** participants for **Smart India Hackathon 2022** Grand Finals.

CERTIFICATIONS

Spring Framework 5

Java Programming Masterclass

Linux For Developers

The Complete 2020 Web Development Bootcamp

Java Programming: Solving Problems with Software (with Honors)

WORK EXPERIENCE

LoadShare Networks | SOFTWARE ENGINEER (BACK-END DEVELOPER)
July 2023 - Present
- Owner of a financial service that oversees financial functions for both hyperlocal and non-hyperlocal segments, including withdrawal, COD deposit, earnings computation etc.
- Automated non-platform rider's earning calculation in real-time using **Google App Script** and **Google Sheets**.
- Introduced a transaction history feature in Rider app to provide clear visibility about rider's earnings and withdrawals.
- Created a configuration-based point system to incentivize riders to deliver orders, reduced the cost per batch by **15%**.
- Revamp multiple flows related to earnings visibility, COD deposits, earnings attributions to accommodate new requirements.
- Written various automation jobs. For e.g.: referral payouts, arrears settlement.
- Designed and implemented a ticket management microservice, decreased issue resolution time by **35%**.
- Created grievance system's proof of concept, used **state-machine architecture** and built new flows for auto-ticket resolution.
- Tech stack - **Java**, **Python**, **Spring Boot**, **Hibernate**, **MySQL**, **AWS**

Amadeus | SOFTWARE ENGINEERING INTERN
February 2023 - June 2023
- Integrated **OpenAPI** specification in API code generation flow.
- Wrote a pipeline to deploy the API on the **Azure Function App** using **GitHub Actions**, **Terraform**, and **Terragrunt**.

LoadShare Networks | SOFTWARE ENGINEERING INTERN
June 2022 – September 2022
- Developed COD microservice, increasing orders by **30%**, and developed an API for zone configuration which improved the operational efficiency.
- Resolved dependency conflicts in the **POM** file, upgraded to **Spring Boot 2**, and migrated the deployment from WAR to JAR.

PROJECTS

Serpent Clash DEMO | GITHUB
A 2D multiplayer snake game (work in progress)
- Ticker based authoritative server (60-tick) i.e., all simulation happens on server-side on each tick.
- Uses Websocket for bi-directional communication over TCP, 2D HTML canvas to render players on client-side.
- Smooth player movement using interpolation, client-side prediction and server reconciliation to synchronize player state between client and server.
- Support finite world with dynamic field-of-view which keeps player in the center of the screen.

Tech stack: Go, Websocket, Vue.js, HTML Canvas, Tailwind CSS

VidFlow GITHUB
An open source video sharing platform
- Implemented features like infinite scroll, material design, pagination, **JWT** authentcation, and role-based endpoint security.
- Manages users' watch history, liked videos, subscribed channels, and provides content recommendations, real-time spam filtering through **AWS Lambda**.

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