# DIVYAM AHUJA

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#### EXPERIENCE

## Advanced Micro Devices (AMD)

Bangalore

Software System Designer (Software Engineer)

August 2022 - Present

- Applied precision java tuning techniques that resulted in a remarkable 2% enhancement in performance.
- Spearheaded the development of automation scripts that streamlined the optimization process, resulting in quicker turnaround times and increased productivity.
- Developed innovative visualization dashboard and tools for monitoring OpenJDK performance periodically using React.is, JavaScript and Python, providing real-time tracking of OpenJDK performance metrics, allowing for proactive identification of performance degradation points.

Chromium Remote

Google Summer of Code Contributor (Open-Source Contributor)

May 2022 - September 2022

- Explored different design patterns and contributed to the development of specialized libraries tailored for AudioWorklet and WebAssembly interaction.
- Engineered an innovative design pattern employing Web Workers, Atomics, and SharedArrayBuffer technologies to facilitate the execution of WebAssembly and Audio Processing code on a dedicated thread. This strategic approach significantly enhanced isolation, security, and overall user experience.
- github.com/DivyamAhuja/gsoc-chromium-freequeue

## **SKILLS**

**Languages**: C, C++, Python, JavaScript, TypeScript, Rust, Go (Golang), Java

Frameworks: React, Next.js, Node.js, Deno, Svelte, Express.js

Tools/Platforms: UNIX/Linux, Shell, Git, Docker, Kubernetes, Emscripten, WebAssembly

Databases: MySQL, MongoDB, Fauna, PostgreSQL

### PROJECTS

fastbin: A code sharing web app | React.js, Next.js, Serverless functions (Vercel), Serverless Database (Faunadb), TypeScript

- A fullstack code sharing web application with Next.js frontend, a 100% serverless backend using Vercel Serverless functions and Fauna for serverless database.
- github.com/DivyamAhuja/fastbin, fastbin.divyam.dev

**YMeet** | React.js, Socket.io, Node.js, WebRTC, Express.js

- A full-stack video call application made using **React.js** and **Express.js**, using **WebSockets** and socket.io for P2P connection and WebRTC credentials sharing. Implements peer to peer connection using WebRTC to transmit video for upto 4 connections.
- github.com/DivyamAhuja/YMeet, ymeet.divyam.dev

**3D Rendering Engine**  $\mid C++$ , CMake, OpenGL, GLTF, GLFW

- An OpenGL based 3D renderer written in C++, supporting GLTF file loading and Phong model of illumination.
- github.com/DivyamAhuja/nyan-renderer

**Snake in WebAssembly** | C++, CMake, WebAssembly

- A prototype implementation of Snake game written in C++ with olcPixelGameEngine.
- Ported to web using WebAssembly.
- github.com/DivyamAhuja/snake wasm, divyam.dev/snake wasm

#### **EDUCATION**

Deenbandhu Chhotu Ram University of Science and Technology

Sonipat, Haryana, India

Bachelor of Technology (B.Tech.) Computer Science & Engineering (CGPA: 7.79)

August 2018 - August 2022

COURSES AND CERTIFICATIONS

MITx 6.86x: Machine Learning with Python-From Linear Models to Deep Learning

MITx, edX

December 2020

Virtual, edX

CS50AI: CS50's Introduction to Artificial Intelligence with Python

Virtual, edX

Harvard, edX

July 2020