

HERAMB VIJAY DEVBHANKAR

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EDUCATION

MS in Computer Science, University of Southern California, Los Angeles
Bachelor of Technology, Dr. B. A. T. University, India

Jan 2021 - Dec 2022
May 2019

EXPERIENCE

Apollo Global Management, El Segundo CA

Nov 2024 - Present

Senior Software Engineer

- Led the design and development of a large-scale **risk data management platform** supporting investment and risk teams, enabling efficient retrieval and processing of approximately **64,000 rows and 350 columns (465 MB)** of financial data through **scalable APIs** and **automated workflows**.
- Architected** and **implemented RESTful APIs** using **Python (FastAPI)**, optimized data retrieval through complex **SQL Server stored procedures**, and improved response latency with **Protobuf serialization** and **Redis caching** for high-volume data visualization.
- Built and **orchestrated Temporal workflows** to automate **data ingestion and risk dataset generation**, integrating diverse sources such as quant models, monthly positions, and risk metrics into robust **SQL Server pipelines** with polling, scheduling, and fault-tolerant logic.
- Delivered a **high-performance, automated risk data pipeline** that reduced data generation and API response times by over **60%**, enhanced reliability, and became a core enabler for Apollo's **portfolio risk analytics platform**.

SAG-AFTRA Foundation, Los Angeles CA

May 2023 - Oct 2024

Software Development Engineer

- Led an Agile team in developing **iOS (Swift)** and **Rails** applications for actor profiling and resource management, overseeing the full development lifecycle and optimizing architecture, testing, and backend integrations with **Ruby on Rails** and **Python-Django**.
- Automated **CI/CD pipelines**, implemented **AWS load balancing**, and enhanced backend efficiency through **Rails Active Record** and **mailer systems**, ensuring scalability, high availability, and reliable application performance.

Eye Labs Inc, Santa Clara, CA

Sep 2022 - Apr 2023

Software Development Engineer

- Developed an **iOS application in SwiftUI** using **Apple's Vision framework** to detect eye anomalies via the iPhone front camera, integrating advanced **UIKit features** through **UIViewControllerRepresentable**.
- Implemented **facial landmark algorithms** to analyze eye and face direction, delivering a **baseline product for FDA clinical trials** successfully tested with real patients.

University of Southern California, Los Angeles, CA

Apr 2021 - Aug 2022

Research Assistant

- Devised and Programmed approaches for tracking movements and gene expression in free-moving flies in GFP video. Trained and compared LSTM and CNN models to identify and classify movement trajectory of *Drosophila* fly.
- Research different ways to train a state of the art face recognition system using pure synthetic data (without using real images). Train starGAN using MS synthetic face images dataset for data augmentation and multi domain image-to-image translations.

IOTric, India

Aug 2019 - Dec 2020

Software Development Engineer

- Created a web application that allows users to upload distorted invoice/ receipt images and extracts the text from it. Created three staged pipelines for object detection, text detection and text extraction.
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PROJECTS

Stanford University project: Tactile Image Generation for blind | Technologies: *Python, OpenCV, Pillow, Tensorflow, Flask*

- Developed a REST API that can automatically convert RGB images to tactile format for visually disabled. Examined the collective use of Instance Segmentation, Deep Learning based edge detection morphological transformations.

Unity 3D Game Xcape | Technologies: *C#, Unity 3D - [Game WebGL](#)*

- Built a customized escape room style game for using Unity 3D game engine and C#. Utilized Canvas, prefabs, etc.

'Spoken2written' Python Package Publication `pip install spoken2written` | Technologies: *Python, Spacy, Numpy - [Project Link](#)*

- Programmed and published an open source library that converts texts of spoken styles to its equivalent written form.
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TECHNICAL SKILLS

- Programming Languages: Python, JavaScript, Swift, C++, C#, Scala, Ruby