Tempe, AZ, US
(480)-329-3495
deoreabhishek09@gmail.com

Abhishek Deore

l1nu5.github.io

EDUCATION

Arizona State University, Tempe, AZ　　　　　　　　　　　　　　**Jan 2021 — Present**
Master of Science, Software Engineering,　　　　　　　　　　　　　GPA: 3.89/4.00

- Teaching Assistant: SER-422 Web Application Programming, SER-421 Web-based Applications
- Graduate Services Assistant: Developed an Authentican Token Management system for a web app used by **5000+** users.

Pune Institute of Computer Technology, Pune, India　　　　　　**Aug 2014 — June 2017**
Bachelor of Engineering, Computer Science & Engineering,　　　　　GPA: 9.30/10.00

EXPERIENCE

Senior Software Engineer　　　　　　　　　　　　　　　　　　**July 2020 — Dec 2020**
Agiliad Technologies　　　　　　　　　　　　　　　　　　　　**Pune, India**

- Worked on a High Speed CT 3D scanning product, widely used at Airports security checkpoints for threat detection.
- Implemented a RESTful backend, participated in code reviews, and created system design and UML documents for the features.
- Refactored a monolithic Java web service to multiple micro-services which decreased response time by **25%**.
- Debugged backend issues by analysing logs and dumps.

Programmer　　　　　　　　　　　　　　　　　　　　　　　**July 2017 — June 2020**
Ubisoft Entertainment　　　　　　　　　　　　　　　　　　　**Pune, India**

- Contributed and collaborated with International studios on areas which include: Gameplay, Backend, and Engine programming.
- Implemented an Experience points and rewards system for a game, which has **25M+ copies sold** - Far Cry 5.
- Ported a Map editing feature from Console platform (PlayStation 4, Xbox One) to Windows platform; along with an optimization which resulted in **35%** performance improvement.
- Mentored and lead a small team of junior programmers, to work on implementing a UI system and an Input system.
- Implemented a Notification system for a game, which triggered events/notifications when a user completed an achievement or a certain level.
- Worked as an AI programmer for implementing an activity tracking system, AI factions and targeting system, improved UX by reducing input latency by **50ms**.
- Worked on 4 projects. Other duties included: Code reviews, design improvements, debugging and maintenance of existing systems.

PROJECTS

RateMart - A Sentiment Analyzer
- Developed a web application which displays a rating generated from the user reviews of smartphone products. Implemented a crawler, an indexer and an algorithm which analyses sentiment using naive Bayes algorithm and bag of words model.
- Built a ranking model which shows top rated smartphones based on a user specified criteria.
- Tech used: Java, MongoDB, PHP, Bootstrap, MySQL, Angular2.

Epix - A programming language
- Created a Semantic Analyser for Epix - an interpreted language.
- Implemented evaluators for various language constructs: loops, conditionals, functions, arithmetic and logical expressions, operators, and general print statements.
- Tech used: Prolog, Python.

Reborn - A Python package
- Developed a few UI features for - reborn, a Python package which contains utilities for the simulation and analysis of x-ray diffraction under the Born approximation.

TECHNICAL SKILLS

Programming/Scripting	C++, Java, Python, C#, PHP, Shell
Databases/Frameworks	MySQL, MongoDB, .NET, Qt5, Jersey REST, Bootstrap
Tools/IDE/VCS	Docker, Maven, Ant, Gradle, Visual Studio, Eclipse, Git, Perforce

AWARDS & HONORS

2018　　　Best Performer (**For taking initiative in proposing design changes to improve UX which were appreciated by gaming community, Far Cry 5 - Ubisoft**); Chess Champion (**Won a Chess tournament at Ubisoft**)