

Abhishek Deore

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EDUCATION

Master of Science, Software Engineering (GPA: 4/4)

Jan 2021 – Dec 2022

Arizona State University, Tempe, Arizona

- Relevant Coursework: Distributed Database Systems, Software Design, Advanced Data Structures and Algorithms, Mobile Systems

Bachelor of Engineering, Computer Science & Engineering (GPA: 9.3/10)

Aug 2014 – June 2017

Pune Institute of Computer Technology, Pune, India

- Relevant Coursework: Operating System Architecture and Design, Object Oriented and Multicore programming, Computer Networks

TECHNICAL SKILLS

Programming Languages C++, C++11, C++14, Java, JavaScript, Python, C#

Frameworks STL, Express, React, Spring boot, Qt, .NET

Databases MySQL, PostgreSQL, MongoDB, RDS

Other Skills Visual Studio, Linux, Windows, Docker, Git, Perforce, AWS, Maven, Gradle, REST API

WORK EXPERIENCE

Software Engineering Intern (Python, Go, ReactJS, PostgreSQL, Redis)

May 2022 – Present

DataChat Inc., Madison, WI

- Migrated a chart visualization feature from beta to production which **improved** chart loading performance by **18%**
- Fixed bugs in the Python backend and ReactJS frontend.

Graduate Services Assistant (Java, Spring Boot, JavaScript, MongoDB)

May 2021 – May 2022

Arizona State University, Tempe, AZ

- Built and maintained a public GitHub repository for a web application development and security course with **120+** students.
- Created lab activities and code samples to debug and eliminate Cross site scripting (XSS) attacks.
- Developed an Authentication Token Management System in Spring boot for a web app used by **5000+** users.

Senior Software Engineer, (C++, Qt, Java, SQL)

July 2020 – Dec 2020

Agiliad Technologies, Pune, India

- Participated in backend tasks in Java and MySQL which included data migration, and database partitioning across multiple nodes on the intranet which **decreased the load by 5%**
- Enhanced the existing UI system to match with the modern UI design trends, which resulted in a strong positive client feedbacks
- Worked on a High Speed CT scanning - Aviation security product, installed at **1200+ Airport security checkpoints**.
- Created a logging module in C++ to track UI actions, participated in code reviews, and system design documents for the features.

Programmer (C++, C#, WPF)

July 2017 – June 2020

Ubisoft Entertainment, Pune, India

- Implemented an experience points and rewards system for a game, which has **25M+ copies sold - Far Cry 5**.
- Worked as an AI programmer for implementing an activity tracking system, and improved UX by reducing input latency by **50ms**.
- Migrated a map editing feature from Console gaming platforms to Windows platform (C#, C++14); along with optimizations which resulted in **12%** performance improvement.
- Contributed and collaborated with International studios on areas which include: Gameplay (C++14) and Engine programming.
- Mentored and **led a team of 10+** junior programmers, to engineer a UI system and an Input system.
- Implemented an Achievement Notification system for a game having **100K+ users**, which triggered and showed UI notifications.
- Worked on 4 projects. Duties included: Code reviews, Design improvements, Debugging and maintenance of existing systems.

PROJECTS

DevToys – A Swiss Army knife for developers (C#, .NET, WPF, UWP)

Jan 2022 – Present

- Actively contributing to the **open source** project – DevToys which is a much safer alternative to online data modification tools used by software developers. The project repository has **10K+ stars** and **500+ forks** on **GitHub** (<https://github.com/veler/DevToys>).
- Designed and coded an HMAC authentication code generator, debugged issues and wrote unit tests for the new feature

SoccerMania – A tournament scheduling app (Java, Spring boot, React.js, AWS RDS)

Aug 2021 – Dec 2021

- Built RESTful API in Spring boot for the web application, and helped setup RDS PostgreSQL database.
- **Led a team of size 5**, actively following agile methodology for the development process