Pintu **Meena**

SOFTWARE ENGINEER

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Wor**k Experience**

PicoStone   *Mumbai, India*
SOFTWARE ENGINEER   *Mar. 2017 - Aug. 2018*

- Designed and implemented an algorithm to learn and generate AC remotes using semi-supervised learning. Fasten learning process by avg 62.5% and reduced data size by 87.5%.
- Implemented secure Over-The-Air feature in firmware and a dashboard for controlling firmware updates, view status with failure handling.
- Designed and developed firmware for products called Polar and Node based on esp-open-rtos with avg 50% data compression.
- As a full stack developer worked on Node-js apis, MongoDB, android development and optimization, used proxy to distribute server load.
- Refactored embedded code to libraries to make it more reusable and scalable , optimized and improved reliability of the device avg 99.99%.
- Introduced unit testing covering 10% NON-ui android code, and 20% esp8266 embedded system code.
- Managed deployment and development of server (with a team of 2) and embedded system firmware for testing and production .

Shaastr   *Mumbai, India*
DEVELOPER INTERN   *May. 2015 - Jul. 2015*

- Implemented backend registration of user with multiple type(google,facebook and email), user privlige based control(Student,teacher or institute), backend admin panel, database implementation
- Implemented a cron utility to schedule tasks in real time and deployed on Amazon Elastic compute cloud

Ent**repreneurship**

Jefto   *Mumbai, India*
CO-FOUNDER & SOFTWARE ENGINEER   *Mar. 2017 - Aug. 2018*

- Designed and implemented RESTful-API calls for dynamic data of events (like registering for event , subscribing and browsing),focusing on high-availability, and scalability
- Implemented dynamic frontend UI using Jquery and material design css framework. Achieved a Mobile App look like UI on mobile.
- Developed and deployed on Amazon Elastic Compute Cloud(EC2)

MS Player,A sub-part of an Untitled Android app   *Mumbai, India*
FOUNDER & SOFTWARE ENGINEER   *2017 - Present*

- Developing an Android App using Recycler view, Media Store Content provider, Pager, Fragments and android services etc. Improved app render performance by implementing caching.
- Published on google play store with an inbuilt equalizer.

Edu**cation**

IITB (Indian Institute of Technology Bombay)   *Mumbai, India*
B.TECH IN COMPUTER SCIENCE AND ENGINEERING   *Jul. 2012 - Aug.2017*

Pro**jects**

- **Social library :** Built a social library using java servlet, PostgreSQL DBMS, html, Jsp and query language. Implemented signup, login, add user, issue, submit, add book, search book etc functionalities and user's privilege based control.
- **Chinese checkers :** Implemented Chinese checkers game, in LISP, using functional programming. Used min-max algorithm along with alpha-beta pruning to implement the AI part.
- **Sudoku Solver :** Implemented a Sudoku solver based on an algorithm devised using a human's approach to solve Sudoku. Coded in C++.
- **Virtual Memory Implementation :** Added VM manager to GeekOS, an operating system kernel. Implemented modules for handling process memory allocation, swap space management and page replacement strategies.

Mis**cellaneous**

- A* search algorithm implementation on 8-puzzle problem to find optimal solution.
- Implemented a socket chat server with multiple client support in C/c++.
- Developed a youtube-downloader for windows users using visual c++ and released on sourceforge
- Implemented a chatting application using websocket with google sign-in. deployed on Amazon EC2