

Pintu Meena

SOFTWARE ENGINEER

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Work Experience

Amazon

Hyderabad, India

SOFTWARE ENGINEER

Feb. 2019 - Present

- Presented and worked on a new design to re-architecture the current multi team system which simplify the multi-team collaboration, ownership while eliminating the duplicate code and systems. Data duplicacy gets reduced by avg 87% theoretically.
- Worked on migration of services from monolithic architecture with on-prem hosting to micro-services architecture hosted in AWS and successfully migrated with 53% P90 latency improvement.
- Implemented a secure storage for IOS phones with high data security and protection.
- Rearchitected service code to modularize components reducing the time required for migration by 2 weeks.
- Revamped the testing infrastructure improving the overall reliability of the system and improving developer experience and code stability with automated unit tests, integration tests and regression testing.
- Mentored junior members of the team. This included helping them on-board to the codebase and Amazon ecosystem along with design patterns, code reviews and development best practices.
- Improved efficiency by automating various manual tasks saving 0.5 hour of developer time per day. Updated run-books, improved documentation and published coding standards and guidelines for uniformity and enhanced developer productivity.

PicoStone

Mumbai, India

SOFTWARE ENGINEER

Mar. 2017 - Aug. 2018

- Used semi-supervised learning to train AC remotes and designed an algorithm for the same. Sped up the learning process by 62.5% and reduced the data overhead by 87.5%.
- Implemented secure Over-The-Air feature in the underlying firmware and created a dashboard for controlling firmware updates, viewing current status and handling errors. Successfully performed over 1000+ client devices with an achieved 99.99% reliability.
- Led a team of 3 people who designed and developed products called Polar and IR Stone based on freeRTOS with avg 50% data compression.
- Refactored embedded code by migrating it into libraries to make it reusable and scalable. Optimized performance and improved reliability and availability of the device by avg 99.99%.
- Managed the deployment and development of server (working in a team of 2) and embedded system firmware in testing and production environments. Used proxy to distribute server load.

Shaastri

Mumbai, India

DEVELOPER INTERN

May. 2015 - Jul. 2015

- Implemented backend registration of user with multiple login types supported (google, facebook and email), privilege based user control (student, teacher or institute), backend admin panel and database implementation.
- Designed a cron utility to schedule tasks in real time and deployed it on amazon elastic compute cloud (EC2).

Entrepreneurship

Jefto

Mumbai, India

CO-FOUNDER & SOFTWARE ENGINEER

Jul. 2015 - Oct. 2015

- Designed and implemented RESTful-API calls for dynamic event management including browsing, registering and subscribing to various events. Made sure that the product was scalable.
- Created a dynamic frontend UI using jQuery and used CSS for material design. The website when opened on a mobile phone felt like the interface of an mobile app.

Education

IITB (Indian Institute of Technology Bombay)

Mumbai, India

B.TECH IN COMPUTER SCIENCE AND ENGINEERING

Jul. 2012 - Aug. 2017

Projects

- **Social library** : Built a library management system using Java servlet, postgresSQL DBMS, HTML, JSP and query language. Users had different levels of privileges and could sign-up, login, add, remove and search for books.
- **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.
- **MS Player** : Built an android app using recycler view, mediaStore content provider, pager, fragments and other android services etc. Improved app rendering performance by implementing caching. Published on google play store with an inbuilt equalizer.

Miscellaneous

- Implemented a socket based chat server supporting multiple clients in C/C++.
- Created a youtube-video-downloader for windows users using visual C++ and released it open source on sourceforge.
- Created a chat application using websocket supporting google sign-in. Deployed this on amazon EC2.

Skills

- **Technical :** C, C++, Javascript, Sql, Java, PHP, Python, Lisp, Android development, jQuery, ,Web Development, MongoDB, AJAX, NodeJs, Embedded System Programming, Shell Scripting, AWS, Algorithms and Data-Structure, Object-oriented programming , DBMS, Operating System.
- **Technologies :** Amazon Elastic Cloud Compute (EC2), ApiGateway, CloudFormation Templates , Amazon SQS,AWS labmda, Swagger APIs.