

Pintu Meena

SOFTWARE ENGINEER

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Work Experience

PicoStone

Mumbai, India

SOFTWARE ENGINEER

Mar. 2017 - Aug. 2018

- Used semi-supervised learning to teach 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.
- Led a team of 3 people who designed and developed products called Polar and IR Stone based on FreeRTOS with avg 50% data compression.
- As a full stack developer worked on Node.js APIs, MongoDB and Android app development.
- Refactored embedded code by migrating it into libraries to make it reusable and scalable. Optimized performance and improved reliability of the device by avg 99.99%.
- Implemented unit testing with code coverage of 10% NON-ui code and 20% esp8266 embedded system code.
- 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.

Shaastr

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.
- Deployed on Amazon Elastic Compute Cloud(EC2).

MS Player (part of a larger Android app)

Mumbai, India

FOUNDER & SOFTWARE ENGINEER

2017 - Present

- Built an Android app using RecyclerView, 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.

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, PostgreSQL DBMS, HTML, JSP and query language. Users had different levels of privileges and could sign-up, login, add, remove and search for books.
- **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** : Created a Sudoku solver in C++ based on an algorithm which mimicked a human's approach to solve the puzzle.
- **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.

Miscellaneous

- Used the A* search algorithm to find the optimal solution to the famous 8-queens chessboard problem.
- 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, DBMS, Operating System.
- **Interpersonal** : Creative, Teamwork, Leadership, Critical Thinking, Self-starter.