Pintu **Meena**

SOFTWARE ENGINEER

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Wor**k Experience**

Designed and implemented a remote learning algorithm to generate AC remotes using Semi-supervised learning. fasten learning process by avg 62.5%, reduced data size 87.5%

Implemented secure OTA feature in firmwares and a dashboard for controlling firmware updates and view status with auto failure handling.

designed and developed firmware for products called Polar and Node based on FreeRtos. with avg 50% compression.

As a full stack developer worked on node-js apis, NoSql database MongoDB, android development and optimization.

Refactored embedded code to libraries to make it more reusable and scalable , optimized and improved reliability of the device avg 99.99%.

Introduced automated daily backup and testing environment setup. Reducing server maintenance downtime frequency by > 75

Introduced unit testing and managed production and testing environments covering 10% NON-ui android code, and 20% esp8266 embedded system code.

Shaastr   *Mumbai, India*

DEVELOPER INTERN   *May. 2015 - Jul. 2015*

- Implemented backend registration of user with multiple type(google,facebook and email), user priviledge based control(Student,teacher or institute), backend admin panel, database implementation
- Implemented a cron utility to schedule tasks in real time.

Ent**repreneurship**

Jefto   *Mumbai, India*

CO-FOUNDER & SOFTWARE ENGINEER   *Mar. 2017 - Aug. 2018*

- designed and implemented restfulapi calls for Dynamic data of events (like registering for event , subscribing and browsing),focusing on high-availability, and scalability
- developed and deployed on Amazon Elastic Compute Cloud(EC2) with Nginx proxy

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. Made smooth scrolling of list by implementing image caching.

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 functionalites and user's privilege based control.
- **Chinese checkers :** Implemented Chinese checkers game, in DrRacket (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.

Miscellaneous

- 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