Parth Desai

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I have passion for algorithms and data structures. I enjoy solving programming puzzles in my free time. A Software Engineer who is passionate about writing software that scalable and reliable. I spend a great amount of time improving my skills as a programmer.

I am good with learning new skills and applying them to ongoing projects. I am a self learner and will never give up on an interesting technical challenge.

In the past few years, I've worked as backend software engineer and/or architect, and designed complex backend solution in c# and golang. I also do c/c++ and haskell when I am not hiding behind my office computer.

Technical Skills

Like: c, c#-4.0, visual-c++, lisp, go, haskell, c++11, mongodb, redis, javascript

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Experience

Software Engineer – Changer Technologies B.V   *January 2013 - Current*
c#-4.0, asp.net-mvc, oauth-2.0, single-sign-on, go

I am responsible to develop back-end of the product in the company, as well as handling security aspects of the product.

I have written custom single sign on solution for the company, with pluggable and modular architecture.

I have also co-designed and implemented "Khabar" a generic notification engine, that uses producer-subscriber method to configure and send out notification to different channels.

Education

B.E – BITS   *2008 - 2012*

Projects & Interests

GitHub - khabar – https://github.com/bulletind/khabar   *January 2015 - June 2015*
go

Notifications engine

I implemented and designed most of the project.

I've implemented black-listing logic to filter out notification preference. I've also implemented the core logic about handling the notifications.

GitHub - short_haskell_programs –   *March 2015 - April 2015*
https://github.com/ParthDesai/short_haskell_programs
haskell

My collection of short haskell programs that I developed to gain better understanding of haskell.

Only developer

GitHub - gottp – https://github.com/Simversity/gottp   *July 2014 - June 2015*
go

Gottp is tiny golang based http web framework.

I've revamped the core functionality regarding handling incoming request via interfaces.

I've also added `background worker` feature in it.

GitHub - ush – https://github.com/ParthDesai/ush   *June 2015*
c

A demo shell written in c

Just For fun

GitHub - DataRoads – https://github.com/ParthDesai/DataRoads   *December 2012 - January 2013*
javascript

DataRods is small javascript project that enables user to track location of the vehicles on the street. It first fetches the data from the feed, and then displays the Google map and pinpoints the location of vehicles on map. It also refreshes the page automatically on predefined interval.

I am the sole developer of this project.

GitHub - uthread – https://github.com/ParthDesai/uthread   *July 2014*

A pre-emptive and priority driven threading library for linux

I am the sole developer of the project.

I've implemented this project just to enhance my knowledge of user level thread and to get better understanding of overall thread mechanism.

GitHub - bTree-Demo – https://github.com/ParthDesai/bTree-Demo   *July 2014*

A typical bTree implementation that can read and write bTree structure to file and print to console

I am the sole developer of the project.

GitHub - spyder – https://github.com/bulletind/spyder   *February 2015 - May 2015*
go

Let's snoop all those data changes, shall we.

I was involved in designing of the core concepts.

I've also done some minor bug-fixing in this project.

GitHub - wallpaper-change-utility – https://github.com/ParthDesai/wallpaper-change-utility   *July 2014*
visual-c++

This utility provides facility of changing wallpaper automatically in specified time period that otherwise unavailable in windows versions lower than windows vista. It also has control dialog from where you can specify the location where to find images for wallpaper and the interval for changing the wallpaper.

I am the sole developer of the project.

I had created this project in my college time, just to get more understanding of the COM (Component object model), and Windows API.

GitHub - SSO – https://github.com/ParthDesai/SSO   *November 2013 - January 2014*
c#, dotnetopenauth, mef

A Single sign-on solution that uses pluggable provider module to connect to various external authentication providers.

I am the architect and developer of this project. I've designed the protocol extension that server uses to interact with client. I've designed pluggable interface between provider library and server using MEF.

GitHub - Spoon-Knife – https://github.com/ParthDesai/Spoon-Knife   *January 2013*

This repo is for demonstration purposes only. Comments and issues may or may not be responded to.

GitHub - NLog – https://github.com/NLog/NLog   *September 2012 - June 2015*

NLog - Advanced .NET and Silverlight Logging

GitHub - snfs – https://github.com/ParthDesai/snfs   *July 2014*

simple network file system is multi-threaded file system completely implemented in user space.

GitHub - flask – https://github.com/ParthDesai/flask   *November 2014 - December 2014*

A microframework based on Werkzeug, Jinja2 and good intentions

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Tools

First Computer: LG Personal Computer (2008 model)
Favorite Editor: Visual studio, Sublime text, vim (Beginner)