Rajpal Sheela

Bengaluru

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Education

Indian Institute of Technology (Banaras Hindu University), Varanasi   *7.34 CGPA*
Mathematics and Computing (B.tech+M.tech)   *2017-2022*

Navjeevan Public School, Sikar, Rajasthan   *90.40 %*
Higher Secondary   *2016*

New Rajastahan Shikshan Shansthan, Fatehpur Shekhawati   *86.83%*
High School   *2014*

Work Experience

Gameskraft Technologies Pvt. Ltd   *Bengaluru, India*
Software Engineer (Backend)   *July 2022 - current*

- Part of core gameplay engine team which is the Tier 1 Service driving the gameplay of all the rummy games like rummyculture, rummytime and gamezy.
- Contributed on various modules like redis pubsub, code optimizations, load testing, etc to scaled the rummy tournaments gaming engine for the Guinness World Record of 2.15 Lakh players
- Design and developed the shuffling logic to reduce fraud during game table allocation for large numbers of players tournaments,across around 30k tables.
- Contributed towards optimization of multiple rummy game features like rejoin game, amount split, game score evaluation, etc.
- **Technical Skills:** C/C++, Node.js, JavaScript, MongoDB, Redis, PubSub, AWS, EC2, ZooKeeper, Jenkins, Grafana, Socket Programming, Git
- **Soft Skills:** Ownership, Teamwork, Time Management, Communication, Presentation Skills, Documentation Skills.

Tech Mahindra Limited   *Remote*
Software Engineer Internship   *June 2020 - July 2020*

- Hands-on experience in creating robust and performant APIs by leveraging the power of Node.js as the backend runtime and MongoDB as the NoSQL database.
- Knowledgeable in designing RESTful routes and handling HTTP requests and responses.
- **Technical Skills:** Node js, Javascript , MongoDb, Git.

University Projects

Implementation and Use Of FFT in Competitive Programming   *IIT(BHU) VARANASI*
Indian Institute of Technology (BHU) Varanasi   *Jan 2022 - June 2022*

- Implemented conversion of count all possible pair sum of two lists' elements and match binary pattern in binary string problems into standard polynomial multiplication problems and solved using the concept of Fast Fourier transform.
- Compared execution time with simple Divide and Conquer and Karatsuba Algorithm.
- **Technical Skills:** :Polynomial Multiplication, Mapping, FFT.

CPU Scheduler   *IIT(BHU) VARANASI*
Indian Institute of Technology (BHU) Varanasi   *Mar 2019 - Apr 2019*

- Implemented CPU Scheduler that schedules CPU time to different process using different Scheduling Algorithms.
- Algorithm Implemented: First Come First Serve, Shorted job First, Shortest Remaining time first and Round Robin.
- **Technical Skills:** Operating Systems, Scheduling Algorithms.

Skills

Programming and Technical   C/C++, Node.js, JavaScript, MongoDB, Redis, PubSub, AWS, EC2, ZooKeeper, Jenkins, Grafana, Git, WebSocket.

Achievements

2017	**Qualified**, JEE Advanced Entrance examination		*India*
2018	**Event organiser**, Member of Event team ,Mathematics and Computing Society		*IIT(BHU) VARANASI*
2019	**Qualified**, Graduate Aptitude Test in Engineering (GATE) as Computer science subject		*India*