

# Siddharth Sengar

sengarsiddharth@yahoo.in | linkedin.com/in/sengarsiddharth | github.com/SiddharthBITS

## SUMMARY

Former Amazon SDE Intern with backend and platform engineering experience. Optimized CI/CD and test frameworks to improve release velocity. Built scalable full-stack applications including a multiplayer 2D platformer with real-time leaderboard. Proficient in backend development, systems design, and cloud deployment.

## EDUCATION

### **BITS Pilani, Pilani Campus**

*Bachelor of Engineering in Electrical and Electronics*

*Master of Science in Biological Sciences*

CGPA: 7.44 / 10.0

Aug. 2020 - June 2025

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## EXPERIENCE

### **SDE Intern | Aurora Engines, Amazon (AWS)**

Jan. 2025 - June 2025

*Release Improvements for BabelFish*

*Bangalore*

- Optimized **GitHub Actions** CI/CD workflows and refined database connectivity algorithms, **reducing test execution time by 15%**.
- Standardized various test frameworks to **support all code versions**, eliminating need for version-specific maintenance and reducing complexity.
- Refactored **testing infrastructure** into an isolated **Apollo Environment**, enabling modular testing and improving release **pipeline maintainability**.

### **Client Success Management Intern | Goodera**

July 2024 - Dec. 2024

*Global CSM*

*Bangalore*

- Developed customized **self-service booking interfaces** using GoodyOS, enabling clients like Amazon and Visa to manage CSR events independently.
- Automated client reporting workflows by integrating Google Sheets and Slides with **Google Apps Script**, reducing manual effort.
- Maintained **event trackers** and generated **quarterly reports** for clients, detailing **volunteer impact and engagement statistics**.

### **Summer Intern | APS LifeTech**

May 2022 - July 2022

*Cancer Biomarkers Barcoding*

*Remote*

- Developed a **Barcode scanner** in Python using **CV2** and **Pyzbar** to automate classification of patient samples in test tubes.
- Integrated scanner output with patient medical records by querying Excel sheets using **pandas** to fetch test data, **reducing manual lookup time** and **minimizing human error**.
- Improved sample traceability by enabling **universal barcode readability** and **centralized data lookup**.

## PROJECTS

### **Spectrum, 2D Platformer with live leaderboard | Flask, PostgreSQL, Unity, Heroku**

- Designed and deployed a **real-time leaderboard system** with **Flask APIs** and **PostgreSQL**, handling **200+ player** submissions dynamically.
- Integrated **Unity front-end** with Flask backend using **UnityWebRequest**, ensuring low-latency score updates.
- Deployed system on **Heroku** with **autoscaling**; ensured **zero downtime** during leaderboard refresh cycles.

### **The Decrypted Dimension, VR Game | Virtual Reality, Unity, C#**

- Led a team of 3 developers and 2 3D artists to build a **first-person VR shooter** in Unity, using C# scripting.
- Launched the game at APOGEE 2022 and **generated INR 16,000+ revenue** in just 2 days.
- Optimized performance to run smoothly on **consumer-grade VR hardware**.

## TECHNICAL SKILLS

**Languages:** Java, Python, C, C++, C#, SQL, PostgreSQL

**Frameworks:** GitHub Actions, ANT, Maven, JUnit, PyTest, GoogleTest, Unity, Flask

**Tools:** Git, Unity Engine, VS Code, Visual Studio, IntelliJ, Eclipse

**System Design:** Caching, DB schema design, Testing Frameworks, RESTful APIs

**Courses:** Computer Programming, Object-Oriented Programming, Operating Systems, Microprocessors and Interfacing, Digital Design