

## Summary

Enthusiastic and hardworking computer science graduate with experience in the industry working as **software engineer** at top digital game company EA Games and as **software developer** at top e-commerce site Amazon. Skilled programmer and problem solver with excellent communication, time management and teamwork skills. Well versed in the areas of Algorithms and Datastructures, Web Services, Web Development, Software Development Lifecycle and Automation.

## Education

**THE UNIVERSITY OF TEXAS AT DALLAS, Richardson, Texas**  
Master of Science in Computer Science

**May 2016**  
GPA 3.557 / 4

**BITS-PILANI, India**  
Bachelor in Engineering Honors in Computer Science

**May 2014**  
GPA 7.57 / 10

## Work Experience

**NICE Systems, Software Engineer Intern, Richardson, TX**

**June 2015 – Present**

- NICE's Work Force Management (WFM) product is a leader in the industry with customers as large as Yahoo and Sun.
- R&D Systems team works on various technologies to bring newer technologies and better methodologies.
- Worked on "Mavenizing" huge code base of legacy WFM software which has been evolving for over 20 years.
- Developed Maven plugins to increase the productivity of developers working on the software

**Computer Science Lab, University of Texas at Dallas, Richardson, TX**

**Aug 2014 – June 2015**

- Worked as **grader** (fall 14) and working currently as **lab assistant** and **tutor** for programming course
- Communicating effectively to help students understand and learn programming using C, C++, Java and JavaScript.

**Electronic Arts (EA) Games, India, Software Engineer, EADP System Test team**

**June 2013 – July 2014**

- Break, analyze and fix "Madden 25" server architecture at very high load (up to 100K PSU).
- Designed, developed automation test scripts (Lua, C++) to call RPCs and simulate scenarios of how gamers play and generate load.
- Root cause analysis to find cause of any crashes, memory leaks, abnormal CPU and memory usage, RPC errors, or logical errors.
- Debugging the server code using tools like gdb, Visual Studio, server and client logs, and even generating logs on Xbox and PlayStation.
- Rapid prototyping: developed tools (scripts/web services/apis) to automate manual efforts in setting up, monitoring and analyzing
- Part of the successful launch Madden 25 gen 3 and gen 4 releases. Also part of multiple STC (pipeline/automation tool) releases.
- Newly formed team enforced startup-like work environment demanding aggressive working style. Promoted to team lead in short time.

**Amazon Development Center, India, Software Development Engineer Intern**

**June 2012 – Dec 2012**

- Designed and developed SOA based web applications using Spring MVC framework, Junit, JSP, CSS, JQuery and AJAX.
- Developed and optimized REST APIs of CPU-intense as well as DB-intense kind.
- Implemented data structures and algorithms in Amazon's Transportation Invoice Processing System Rule system.
- Successfully pushed the service into Prod fabric and being used by the Transportation department to process invoices.

## Technical Skills

[ C, Java, Python, OCaml, Coq ] [ Android ] [ HTML, PHP, C#, CSS, JavaScript, JQuery, MySQL, ASP .NET ] [ Spring Framework, Hibernate ] [ SOA, MVC ] [ XML, JSON ] [ awk, shell, perl, gdb ] [ Graphite graphing, Apache Tomcat, Tornado ] [ vim, Eclipse, Visual Studio ] [ Linux, Windows ] [ MS Office ] [ Jenkins, Maven ]

## Relevant Coursework

Advanced Programming Languages | Language based Security | Object Oriented Programming Concepts using Java | UI Design | Implementation of Data Structures and Algorithms in C | Network Management – Nettech, India | Database Design | Design and Analysis of Algorithms | Operating Systems Concepts | Network Programming | Artificial Intelligence

## Academic Projects

**Independent Study Under Dr. Kevin Hamlen – UT Dallas**

Porting the Binary Analysis Platform (BAP) code from OCaml to Coq to state and prove theorems about code lifting.

**VR Tank Battle – Virtual Reality, UT Dallas**

Android game for Samsung GearVR in which a user programs his toy tank to fight and survive against AI bots inside battle arena and win: using Maya and Unity.

**Barrel Race - User Interface Design, UT Dallas**

Customizable Android rodeo game where user controls a rider in the game by tilting the device to achieve shortest time around all barrels without hitting the barrels or the fences and returning to the gate of entry.

**Oil Transaction System - Database Design, UT Dallas**

Designed and developed database and web application for an imaginary oil company which wants to sell through a web portal where customers and vendors login and place their order. Used MS SQL and .NET 4 MVC framework.

**Fuzzy Logic in Decision Making in Multiple Criterion Environment Under Prof. Dr. KS Raju, BITS-Pilani**

Designed a fuzzy logic algorithm and developed a Java applet to use the same. This has many real world and large-scale applications like solving irrigation problems in the state of Maharashtra, India.