

**Career Summary:**

- Senior Software Professional with c.**16 years** of professional experience post my Engineering degree in Electronics.
- Extensive expertise in mobile application and finance software development across Investment Banking and Telecoms industry, having worked with leading organizations such as Motorola, Goldman Sachs, UBS and Samsung.
- Worked with multicultural teams and in global locations such as New York, Chicago, Beijing and Bangalore, I have consistently contributed to both solution design and technical development across multiple platforms and languages.

Currently working as a Senior Developer (Contractor) with **UBS** since July 2022. UBS is a global firm providing financial services in over 50 countries.

**Employment History with major organizations:**

- Worked as a Senior Developer (Contractor) with **King** (Aug 2021 -July 2022). King is a leading interactive entertainment company for the mobile world, acquired by Activision Blizzard Inc. (Nasdaq ATVI) in February 2016 and operates as an independent unit of the company.
- Worked as a Senior Developer at **EO Charging** (June 2020 -Aug2021). EO Charging designs EV charging solutions for homes, destinations and commercial environments - from small scale businesses through to forward-thinking global fleets.
- Worked as a consultant for **Goldman Sachs UK** Feb 2015-Jan 2016. Goldman Sachs is an American multinational bulge bracket investment banking and securities. Took maternity break (Feb 2016-Jul2017).
- Worked with **Goldman Sachs India** as a Lead Engineer from Feb 2011 to May 2013 in sales middle office tech division.
- Worked with **Sasken India** as a Lead Engineer from Sept 2010 to Feb 2011. Worked as a consultant for **Samsung** during this period. Sasken is an embedded communications solutions company that offers wireless software products and software services, and works with Network OEMs, Semiconductor Vendors and Operators across the world.
- Worked with **Motorola India** as Software Engineer Aug 2004- July 2009. Motorola, a Six Sigma Company, is market leader in wireless and semiconductor products.

**Key Skill Sets:**

Special Interest:	Mobile/Finance Software Development, Networking Protocols, Client-Server Programming, Sockets, Multithread Programming, Fixed Income
Operating Systems:	Unix/Linux, Solaris, Windows, Symbian, Ubuntu, Mac
Programming Languages:	C, C++11, C++14, C++17, Objective-C, C#, Data Structures, QT 4.6, Java, STL, Boost, SQL, Postgres SQL, Design Patterns Agile, Kanban, Scrum MFC Framework, Microservices, Cloud technologies (Microsoft Azure)
Script Languages:	Perl, Shell Script, XML, Python, JS, JQuery, html, css, Typescript, Angular2
GNU/Database Tools:	gcc, gdb, Jtag, sqsh, MySQL, AquaData Studio, Sybase, CodeIgniter, Thrift
SCM/Other Tools:	Clearcase, SVN, Bitbucket, git, UIQ/SDK, Carbide, Lint, Klockwork, Visual Studio, Bugzilla, Clearquest, Perforce, Eclipse, Netbeans, Visual Studio code, SourceForge, Android Studio, Miro, IntelliJ IDEA

Postman, Sourcetree, Fitnesse, Jira, ant, git, Junit, Spring, Mockito, Apache Cordova, Jenkins, xcode, cucumber, swagger, Valgrind, Toad

### **Key Projects:**

#### **Title: OBSX Technical Transformation project**

**Company : UBS**

Duration: July 2022 - onwards

Environment: C, C++17, Objective-C, GNUstep, Linux, Mac OS, python, bash, csh, perl, gdb, valgrind, GitLab, JIRA, Toad, putty, Agile

**Description:** OBSX is OBS on Macintosh OSX, consisting of batch applications that queries the trades (derivatives such as swaps, options etc) coming from upstream, marking and validating them before generating reports for downstream processes. The objective is to eliminate the operational risks and limitations as several hardware/software components have reached end of life status.

**Roles & Responsibility:** As a senior developer, I have been involved in the technical transformation and migration of the OBSX project from MacOS to RHEL8(Linux). The effort involves porting Objective-C code with GNUstep library on Linux OS and redesigning and developing the components from old style C/objective-C to Modern C++ making it more effective and compatible with existing infra structure. I was also involved in fixing various memory leaks, bugs and removing redundant code in order to improve the performance of the overall system.

#### **Title: Pet Rescue Game**

**Company : King(Activision Blizzard)**

Duration: Aug2021 – July 2022

Environment: C++17, Windows, Mac OS, IntelliJ IDEA, Visual Studio, SourceTree, Jenkins, Git, Android Studio, python, json, fiction factory editor, Kanban, Angular 2, Typescript, java, html, css, Miro

**Description:** Pet Rescue Saga is a puzzle game that challenges you to break sets of blocks to clear each of the levels and rescue the animals inside them. The game includes more than a hundred different levels and the dynamic is always the same: break groups of colored blocks.

**Roles & Responsibility:** As a senior developer, I was involved in the feature enhancements for PRS game and for overall release process and projects such as migration of localization tool, OTA integration, developing generic resource components, adding age restriction dialogs as per UK/Korean regulations, adding front end tool for QA etc. I also worked on making improvements in code generator scripts and removing redundant code making significant impact in overall code compilation and generation ensuring smooth UI/UX experience.

#### **Title: Amazon OCPP Project**

**Company : EOCharging**

Duration: June2020 – Aug2021

Environment: C#, Windows, Visual Studio, Postman, SourceTree, JavaScript, php, python  
Microsoft Azure, SQL, microservices, Agile, Scrum, Swagger

**Description:** The Amazon project is to include the support for open standard OCPP 1.6 protocol for Electric Vehicles used by Amazon client. Backend platform is microservices based and provides the EV Charging Session details to the Front end. It also allows partners/fleet owners to remotely control and configure the EO Charging stations. Several features include remote tracking vehicles, load management, remote start/stop chargers, vehicle/charger pairing with geotab etc.

**Roles & Responsibility:** As a senior developer, I was involved right from designing the architecture, database for the OCPP backend platform to developing various services. I was also responsible for future feature enhancements and resolving issues reported by QA team. The role involved hands on development as well as interacting with clients and third-party teams for any concerns or new requirements.

**Title:** LeakBot v3

**Company :** Homeserve PLC

**Duration:** January 2019 - Apr 2020

**Environment:** C++14, Mac platform, Visual Studio code, Postman APIS, Netbeans, JavaScript, php, html, Microsoft Azure, Apache, SQL, microservices, Agile, Scrum

**Description:** Leatbot is smart water leak detector, an IOT product that sends alerts to user and inform them about the issues before they become bigger. It works 24/7, monitors home for hidden leaks and bursts. The device interacts with Central Server hosted on Microsoft Azure cloud and sends all details such as temperature, water leak details via WIFI communication.

**Roles & Responsibility:** As a senior developer, I was responsible for developing microservices, understanding end user requirements and interacting with ops to analyze the business goals and work towards prioritizing and achieving the desired results. I worked on projects such as CRM integration with MS Dynamics, adding https layer for more secure device-server communication, sending chasers to users to remind them about installation procedures.

**Title:** FCA Back Reporting /Transaction Reporting

**Company :** Goldman Sachs UK

**Duration:** Feb 2015-Jan 2016

**Environment:** C++, Java, Java Script, Linux, Eclipse, Agile, Scrum, SQL, Perl, Python, STL, JUnit, Spring

**Description:** Back reporting process corrects the transactions which have been incorrectly reported, under-reported or over-reported to FCA. Uplift project aims to reduce complexity, increase automation, adding controls to the existing environment and query tool for operations to search historical data. Transaction reporting is reporting of firm's trading activity to regulators rather than market and meeting MIFID requirements. The transactions are sent to regulators via reporting systems and data is verified as per FCA TRUP at various check points through ERCP control framework.

**Roles and Responsibility:** As a lead developer, I was part of Regulatory Reporting Technology Team. I was involved in design and functionality changes in Reporting systems and back reporting uplift and also making sure that transactions booked by ops are reported to regulators without any issue.

**Title:** SWS / SuperMatch

**Company :** Goldman Sachs India

**Duration:** Feb 2011-May 2013

**Environment:** C++, Java, Java Script, Solaris, Linux, Eclipse, Aqua Data Studio, SQL, Perl, Python, STL

**Description:** SWS (Sales work station) is internal trade booking application used by Goldman Sachs for Sale ops in order to book trades from sales side for various fixed income products i.e., Treasury, Corporate bonds etc. It also allows them to update/cancel/allocate the block to multiple firm accounts. They can view the existing trades and those booked from various electronic channels. Supermatch is another component used for matching trades from trading and sales side.

**Roles and Responsibility:** As a lead developer, I was responsible for feature enhancements for Sales work flow coming from different electronic channels. Development was done in real time multithreaded environment. Involved in migration of Legacy Trade Booking system to the newly built robust platform that improved performance. Fixed major bug related with Canadian bonds trade booking.

**Title:** Network City Game for Cisco

**Company :** E4E India

**Duration:** Dec 2009 - Aug 2010

**Environment:** C, C++, Qt GUI programming, Java Script, CSS, PHP, Windows platform, MS visual studio, CVS, Bugzilla, Agile/Scrum Methodology, Multithreading

**Description:** Network City is a GUI desktop application which is developed in QT as e-learning software and provides game like environment for Netcad/Cisco students and helps them understand the complexity of network. It is based on the lines of Packet tracer, a powerful network simulation program that allows students to experiment with network behavior.

**Achievements:** As a lead developer, I was responsible for design and implementation of the Network City project. Being the first Agile project of my career, Network City packaged learning and gaming together in seamless way and was quite innovative in its approach.

#### **Educational Qualifications**

<b>Qualification</b>	<b>Name of Institution</b>	<b>Course</b>	<b>Year</b>
B.E with 75% aggregate	Nagpur University	Electronics	2000-2004