# Vibhu Agarwal

#### Web Enthusiast | Full-Stack Developer

I love softwares and to design, architect and develop them as well. From ideation to deployment, I've worked in most of the phases of a software development cycle and in different teams. Now, I yearn to work on high-traffic products, through which I wish to learn the intricacies of developing highly scalable applications.

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#### **EDUCATION**

### **Computer Science and Engineering** (Dual B.Tech. & M.Tech.)

Jaypee Institute of Information Technology

08/2017 - 05/2022

#### **WORK EXPERIENCE**

#### Associate Software Engineer

PlaySimple Games 🗷

02/2022 - Present Bengaluru

- Developing Jigsaw on Flutter
- Devise Algorithms, review mocks, strategize and build reusable UI widgets including complex animations
- Analyse, study and implement different ways to optimise the performance of builds
- Document and implement features like Payments and Advertisements which generate revenue

#### **Back-end Developer**

Viga Entertainment Technology 🗹

03/2020 - 12/2020

Remote/Bengaluru

- Designed database model and created APIs for a Movie-Asset storage and management system (MERN stack)
- Created custom SDL for Web-APIs and wrote queries for Movie-Data Analytics software to derive insights (MongoDB Aggregation Framework)
- Developed Single-Sign-On using Django to centralize authorization of more than 10 different service servers
- Led the engineering team for a Movie Collaboration software platform, using which 3 movies are currently being created including 1 short film
- Wrote unit-tests and integration-tests for applications in Python and Javascript (targeting coverage over 90%)
- Containerized back-end applications (Docker) and deployed the same on Google-Cloud-Run
- Created CI/CD pipelines using GitHub and TravisCI

#### **OPEN SOURCE**

Contributions to Encode

Primarily contributing to uvicorn, a lightning-fast ASGI server implementation [Major contribution: #1026 - HTTP/2 Implementation]

Mentor - Kharagpur Winter of Code (2020)

Mentored students on Attendance-Management-using-Face-Recognition and potter-spells (python-package) projects

My not-so-popular projects 🗹

Published packages, web/desktop/mobile applications, CLI-tools, voice-first-apps and others

#### **SKILLS**



#### **PROJECTS**

Hedwig, the Messenger (05/2021)

- An asynchronous web-server plugin which supports chat applications having multiple rooms/groups, each having two or more participants
- Hedwig is built using FastAPI and websockets. MongoDB is used as the persistent storage, whereas Redis is used as the caching layer for messages - its Pub/Sub feature is used for triggering sending/receiving of messages

Binge-o-Philia - Android/iOS (04/2020 - 07/2020) 🛂

- A full-fledged social networking platform developed for movie enthusiasts - to keep them connected, updated and well managed of their time, activities and data
- A cross-platform app developed in React-Native powered by Django-based back-end (PostgreSQL and AWS for data storage)

Ministry of Statistics and Programme Implementation (MOSPI) - Website (03/2019) 🗹

- A Django powered Website made for MOSPI to automate the tasks and reduce their manual workload to read raw data from excel sheets, re-plot them, make calculations, report statements and view insiahts
- 1st Runner-up project at the Grand Finale of Smart India Hackathon 2019 held in Guwahati, Assam

#### TALKS AND ACHIEVEMENTS

Speaker | PyCon Australia 2021 🗹

Delivered talk on web-servers ecosystem at the Python Conference

Speaker | PyCon India, PyCon Sweden 2020 🗹

Delivered talks on "Developing a Single-Sign-On Service using Django" at the Python Conference India and Sweden

GCP Quest Leader | Qwiklabs (07/2019 - 06/2020) 🗹

Delivered a talk on GCP and hosted Cloud Study Jam at DSC JIIT, Noida, attended by over 300 students from across Delhi-NCR region

### **ORGANIZATIONS**

Developer Student Clubs, JIIT (08/2018 - 05/2021) Technical Coordinator - Organized workshops, conferences and

## INTERESTS

hackathons

Software Packaging

**Documenting** 

Mentoring