

PROFESSIONAL EXPERIENCE

Software Engineer II | JP Morgan Chase & Co. | July 2022 - present

- Led **full-stack development of critical features, UI pages, and workflows for 37 modules across 3 independent applications**, serving 6,000+ active users across 3 regions in a real-time investment banking application. Took ownership of 3 modules, ensuring their development, maintenance, and end-to-end delivery using best practices to enhance system reliability and user satisfaction. Improved API response times from minutes to milliseconds through space-time complexity optimizations. Completed the migration of 3 critical applications to Kubernetes, significantly improving deployment process.
- **Developed 5 high-impact modules adopted by a 50+ member cross-functional team, achieving 5,000+ monthly hits.** Recognized by senior management as the Java Architecture SME for driving process improvements and innovation.
- Mentored teams in **internal hackathons; delivered key technical presentations.** **Partnered with 2 NGOs** to facilitate education for millions of children and provide self-defense training for girls.
- Worked in a reporting application and optimized queries that extract data from terabyte-sized database, presenting it in a user-friendly format like graphs & tables.
- Demonstrated adaptability, rapid learning and independent contribution, earning praise from peers and management for swift integration into diverse projects.
- Worked on **developing a Microfrontend and Microapp architecture** for a large UI application, specifically for the use case where the same component is utilized across different larger applications.

Software Engineer Intern | Persistent Systems | Jan 2022 - June 2022

- Designed and implemented software solutions using Spring Boot, Java, React JS, and SQL. Recognized as a top performer during a 6-month internship, demonstrating strong problem-solving skills and dedication to learning new technologies.
- Actively participated in knowledge-sharing, contributing to a collaborative learning environment, and staying abreast of industry trends.

PROJECTS

Pancake: Developer Command Line Tool (April 2024 - Jan 2025)

<https://github.com/a6h15hek/pancake>

Technology used: GoLang, Cobra, LLM, Gemini APIs, ChatGPT APIs

- Created a **multi-OS command-line tool for developers that streamlines repository management workflows with simple commands.** Tasks include syncing, building, running projects on machines, as well as installing and updating development tools required for development. **Pancake AI** lets you write commands using natural language and works with Gemini and ChatGPT.
- With Pancake, developers can share, migrate, and back up their entire development setup from one machine to another by sharing just a single config file.

PHP Satellite Server & Dashboard App (Feb 2021 - March 2021)

<https://github.com/a6h15hek/php-satellite>

Technology used: PHP, MySQL, REST, ReactJS, MaterialUI

- Engineered a **Backend as a Service (BaaS) project deployable on PHP-compatible infrastructures for cost-effective web hosting project deployments.**
- Implemented a User Management System and NoSQL Database (similar to MongoDB), storing data in key-value pairs within documents and Collections.
- Developed a dashboard app for developers and admins using ReactJS and Material UI for the efficient management of the PHP Satellite Server app.
- Created this solution during my college years while developing multiple websites for my college. I faced the repetitive task of building the same backend with common features like authentication repeatedly, which inspired me to design this.

BunkSquad: Attendance Manager & Polling App (Aug 2020 - May 2021)

<https://a6h15hek.github.io/bunksquad-website>

Technology used: Android Studio, Firebase, Java

- **Built an Android app** for real-time attendance tracking, management, generating reports for students that included attendance percentages and growth/fall trends. Provides personalized instructions to maintain their desired attendance percentage.
- Implemented a polling feature that allowed users to create or join groups, initiate multiple-choice question polls, gather votes, and facilitate group decision-making. Users received detailed statistical reports of all submitted votes. Developed this solution before WhatsApp introduced its polling feature.

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 <https://abhishek-me.web.app/blogs>

 **Mumbai, India**

EDUCATION

B.E in Computer Science

YCCE, Nagpur, India

(July 2018 - June 2022)

CGPA: 8.56/10

SKILLS

Inventing, Adaptability, Planning

Java (Spring Boot)

Javascript (ReactJS, NodeJS)

GoLang (Cobra)

SQL & NoSQL databases

Web Development, Microfrontends

MERN stack, HTML5/CSS

Android Development

Git, Linux

Kubernetes, Docker, AWS

AI-LLMs Integrations

☆ ACHIEVEMENTS

- AWS Certified Cloud Practitioner, demonstrating expertise in cloud computing and achieving certification.

- Won a cash prize at the EG-100 Educational Game Development Hackathon in 2021, an event organized by CDAC Mumbai and IEEE Bombay Section, demonstrating experience in educational game design and development.

- Finalist in GovTechThon 2020, hosted by IEEE Computer Society and supported by Oracle India and the National Informatics Centre (NIC) India.

- Passed the Graduate Aptitude Test in Engineering (GATE) in 2021, showcasing proficiency in engineering concepts.

- Finalist in the World's Biggest Open Innovation Model Smart India Hackathon (SIH) 2020, hosted by the Ministry of Human Resource Development (MHRD).

DISCOVER MORE...

- Check out my GITHUB for additional projects and achievements.

<https://github.com/a6h15hek>

RESEARCH & PUBLICATION

Cloud-based Application to Leverage the Coding in Education Institutions (August 2022)

<https://ieomsociety.org/proceedings/2022india/172.pdf>

- Conducted research and published a paper on using cloud-based applications to streamline coding education and lab practicals. Implemented methods to ensure a well-managed process, increase effectiveness and perform plagiarism checks.
- First Runner-Up, IEOM Society, 2nd India International Conference Paper Competition, 2022. Also implemented the solution in the final year project.
- Developed a full-stack application as part of my final year project, based on the research paper. This application effectively manages lab practical education by providing a structured workflow tailored for engineering colleges

MORE PROJECTS

JUNE: LLM-Powered Multi Mode Assistant. (June 2024 - July 2025)

<https://github.com/a6h15hek/june-devgpt-desktop>

Technology used: AI, LLM, Electron, ReactJS

- A multi-platform desktop application that empowers users to create and customize their own system prompts or modes. By simply opening a notepad, following a few conventions, and defining context, templates, top_p, and other parameters, users can instantly generate a new mode chat window.
- Provided full control over the LLM model, allowing users to adjust settings like temperature, top_p, frequency penalty, presence penalty, and more for tailored responses.
- Enabled seamless integration of custom workflows, making it a versatile tool for developers, writers, and AI enthusiasts to interact with ChatGPT in a highly personalized and efficient manner.

Bing Minds: Online Realtime Multiplayer Educational Board Game(Dec 2021)

<https://github.com/a6h15hek/online-multiplayer-bingo-game>

Technology used: Firebase Realtime database, ReactJS

- Participated in a Game Development Hackathon and led a team of 5 to create Bingo Minds, an online real-time multiplayer board game where players can join rooms and play an educational bingo game.
- The game features a unique theme with 25 questions and a uniquely shuffled board of answers for each player. Questions are shared among players, and on their turn, players strategically select questions to mark answers on their board, aiming to complete 5 lines. Players are ranked based on who completes the 5 lines on their bingo board first, adding a competitive edge to the educational gameplay.

MY PORTFOLIO and BLOGS

<https://abhishek-me.web.app/>, <https://abhishek-me.web.app/blogs>

Technology used: ReactJS, Github as a Database, Github Actions, Firebase

- Created a origami and craft-paper-themed portfolio that operates at zero cost. It uses GitHub as a database, fetching data via its API. The portfolio dynamically generates its UI based on a .yaml file, eliminating the need for hardcoding treating the .yaml file as its code and the portfolio as a compiler. Adding or updating sections is as simple as making a commit.
- Developed a blog platform that leverages GitHub for storing blogs as markdown files. Using GitHub Actions, the system automatically indexes and generates a homepage. To publish a blog, I simply create a .md file, write the content. The GitHub Action handles publishing and updates the blog index.

OTHERS

- In 2023, mentored a team of 4 in an internal hackathon at JP Morgan Chase & Co. to develop a chatbot that reads Confluence pages and answers user queries. Additionally, mentored college teams in a design hackathon, guiding them on design an app aimed at supporting rural education.
- To ensure sustained productivity and focus as an engineer, I prioritize my physical and mental well-being through regular activities like badminton and running, which keep me physically fit, while playing the piano and practicing meditation help me maintain mental clarity and creativity.
- I enjoy origami, cooking, and building science models in my free time.