

## 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 and features, 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.
- Crafted 3 tools and utilities that significantly boosted team productivity, achieving 5,000+ monthly hits and adopted by a 28+ member cross-functional team. Recognized by senior management for driving proactive process enhancements and fostering a culture of innovation.
- Mentored multiple teams in internal hackathons; participated in multiple hackathons, Worked for NGOs projects that educate millions for children.
- 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 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.

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I am an engineer, innovator and open-source developer. I love creating things and am passionate about building awesome solutions that improve the lives of those around me. While people see code, I see patterns, structure, and algorithms in everything around me. This perspective helps me understand and create more effectively. Currently, my work involves developing mobile applications, crafting awesome web apps, building robust backend servers, and integrating cool AI. I am always eager to create amazing things and collaborate on ambitious projects with like-minded individuals, as well as contribute to non-profit initiatives.