

Professional Experience

YOC AG

Integration Specialist/DevOps

10/2022 – present | Berlin, Germany

- Leading and mentoring software and quality assurance engineers
- Contributing in technical research and design of public Cloud (Google Cloud Platform) solutions guaranteeing high availability, top performance and reliability
- Building and managing CI/CD pipelines part of DevOps practices in software development teams
- Automating deployment tasks to improve the delivery of YOC products
- Collaborating with Software Development teams, understanding their requirements and finding solutions for their needs
- Creating strategies and roadmap for the team aligning with YOC organisational OKRs

GT Full Stack GmbH

Solution Engineer

10/2021 – 09/2022 | Berlin, Germany

- Helping Tenjin customers in Ad Attribution by integrating their mobile apps with Tenjin mobile SDKs to acquire more users and monetization
- Guiding and training the Tenjin customers and internal team in User Acquisition Analytics. Resolving escalations and issues in discrepancies of Analytics.
- Developing, maintaining and releasing Tenjin Ad Attribution SDKs in Android (Java), iOS (Objective-C) and Unity (C#). CI/CD using Circle CI and GitHub. Automating SDK tasks using Ruby
- Maintaining of Tenjin technical and customer support documentation
- Managing ongoing escalations and communicating with clients and account management team in the process of resolution
- Using a variety of tools such as log analysis, SQL queries, Tenjin in-house tools and worked closely with different teams (i.e., engineering, product and business intelligence) to get to the bottom of an issue

Fyber GmbH

Software Engineer

11/2018 – 09/2021 | Berlin, Germany

- Collaborating closely with different units i.e., sales, marketing and research & development to understand their vision of a promising solution for the end-users of real-time bidding (RTB) and breaking it down into a backlog of user stories and implemented them
- Applying agile development process in the delivery of a minimal viable product (MVP) i.e., internal mobile client apps
- Working in the Mobile Software Development Kit (SDK) teams both Android (Java) and iOS (Objective-C) in fixing bugs of Fyber Mobile Ad Monetisation, Ad Mediation products
- Writing code that aligns with company engineering standards and clean code principles. Participating in code reviews and writing automated tests and helping to define the technical roadmap.

Akarsh Seggemu



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Profile

- IT Team Lead specializing in commercial software engineering with many years of experience in designing and implementing software that follow DevOps practices and Agile guidelines.
- Previous experience leading two Mobile SDK Engineers (iOS and Android) in developing new features for Mobile SDKs targeting B2B and B2C markets in EMEA, NA and APAC.
- Quick learner and a team player, enthusiastic about learning new technologies and mentoring software engineers.
- Developed new strategies to improve operational processes and overall productivity of different teams in the organization as well as reducing IT costs.
- Works closely with product and business teams to improve product velocity.

Certificates

Kubernetes: Package Management with Helm 

LinkedIn Learning

DevOps Foundations: Going Cloud Native 

LinkedIn Learning

Jenkins Essential Training 

LinkedIn Learning

Google Cloud Fundamentals: Core Infrastructure 

Google Cloud Skills Boost

Google Cloud Foundations 

LinkedIn Learning

JavaScript: Test-Driven Development (ES6) 

LinkedIn Learning

Test Automation Foundations 

LinkedIn Learning

Software Testing Foundations 

LinkedIn Learning

App Design and Development for iOS 

University of Toronto

iOS App Development Basics

University of Toronto

Languages

English (C2), German (C1)

- Partnering with product managers and back-end engineers to design, implementing and releasing new features in the FairBid SDK and Offerwall SDK
 - Assisting the customer success team in integrating the Fairbid SDK and Offerwall SDK in Fyber clients applications
- Note: started as Junior Software Engineer on 11/2018 and got promoted to Software Engineer on 01/2021.

Junior Solution Engineer

05/2015 – 10/2018 | Berlin, Germany

- Guiding and supporting app and game developers in integrating the Fyber Mobile Ad Monetisation, Ad Mediation products i.e., Fyber native SDKs, plugins and APIs
- Receiving and resolving escalations from the app and game developers as well as account management relating to SDK and API integration, reporting discrepancies in real-time bidding (RTB), demand-side platforms (DSPs), supply-side platforms (SSPs), use of the dashboard etc
- Using a variety of tools such as log analysis, SQL queries, Fyber in-house tools and worked closely with different teams (i.e., engineering, product and business intelligence) to get to the bottom of an issue
- Providing coaching and guidance in the analysis and resolution of issues.
- Tracking customer issues by using JIRA, documented internal projects in the internal wiki
- Helping in setting up systems to monitor the health of integrations and products in use by clients and escalate irregularities
- Producing functional projects for integrating Fyber products in Unity, Android and iOS

Note: started as Solution Engineering, App and Games - Werkstudent on 05/2015 and got promoted to Junior Solution Engineer on 01/2018.

PricePanda Group

Data/Data Maintenance Engineer (Werkstudent)

12/2014 – 03/2015 | Berlin, Germany

German Aerospace Center

Java Programmer (Werkstudent)

05/2014 – 08/2014 | Berlin, Germany

Viatecla - Soluções Informáticas e Comunicações SA

Software Development Engineer

02/2013 – 06/2013 | Lisbon, Portugal

Edukinect

Research and development engineer

05/2012 – 01/2013 | Hyderabad, India

Ray Business Technologies

Software Development Engineer - Trainee

02/2012 – 04/2012 | Hyderabad, India

Edukinect

Application Developer - Intern

08/2011 – 01/2012 | Hyderabad, India

Education

M.Sc. Computer Science

Technische Universität Berlin

2016 – 2017 | Berlin, Germany

Beuth Bonus

Beuth Hochschule für Technik Berlin

2016 – 2017 | Berlin, Germany

Basics in Project Management

Hochschule für Wirtschaft und Recht Berlin

2015 – 2015 | Berlin, Germany

B.Tech. Computer Science & Engineering

Jawaharlal Nehru Technological University Hyderabad

2008 – 2012 | Hyderabad, India

Skills

Google Cloud Platform (GCP)	● ● ● ● ●
Kubernetes	● ● ● ● ●
HELM	● ● ● ● ●
YAML	● ● ● ● ●
Integration of third-party SDKs and API(S)	● ● ● ● ●
Software Quality Assurance	● ● ● ● ●
Automation Testing	● ● ● ● ●
Selenium WebDriver	● ● ● ● ●
Playwright	● ● ● ● ●
JavaScript	● ● ● ● ●
TypeScript	● ● ● ● ●
Shell script	● ● ● ● ●
Git	● ● ● ● ●
DevOps	● ● ● ● ●
Continuous Integration	● ● ● ● ●
Jenkins	● ● ● ● ●
Objective-C	● ● ● ● ●
Swift	● ● ● ● ●
UI/UX design	● ● ● ● ●
Java	● ● ● ● ●
C#	● ● ● ● ●
Ruby	● ● ● ● ●
Unity	● ● ● ● ●
HTML	● ● ● ● ●
CSS	● ● ● ● ●
XML	● ● ● ● ●
JSON	● ● ● ● ●
SQL	● ● ● ● ●
Agile Methodologies	● ● ● ● ●
Test-Driven Development	● ● ● ● ●
Cloud Development	● ● ● ● ●
Atlassian - JIRA, Confluence	● ● ● ● ●