Abhinesh

Software Development Engineer I

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Education

2014 - 2018 *Lovely Professional University, Punjab, India*

Bachelor of Technology, Computer Science Engineering (CGPA: 8.71/10)

Core Skill Set

Languages: C#, C++, JavaScript, Python, PHP

Backend: .Net, CodeIgniter

Frontend: Backbone.js, CoffeeScript, jQuery

Database: MySQL, Redis, Firebase Realtime Database

Cloud services: AWS S3, Firebase, AWS Lambda

Version Control: Git

Others: Data Structures and Algorithms

Achievements

Secured 1st rank in Code Manthan organized on **Hackerrank**.

Secured 2nd rank in **Code Samurai** organised on Hackerearth.

Gold and Silver medalist in **Hackerrank** monthly contest.

Handles

Github: github.com/akgarhwal

Hackerrank: hackerrank.com/akgarhwal

CodeChef: codechef.com/users/akgarhwal

Website: akgarhwal.github.io

Additional Activities

Cypher Contributor - setting up questions for monthly programming contests.

Cypher Mentor - for student programming community.

Campus Ambassador - for **GeeksforGeeks**.

Summary

Full Stack Developer with 1.5 years of experience in designing and building a wide range of solutions. Besides my passion for software development, I revel in watching cricket and reading books.

Experience

Sep 2018 – Present *Software Development Engineer I | Optmyzr, Inc.*

Optmyzr is a leading provider of enterprise-grade search marketing software for ad platforms like Google, Microsoft, Facebook and Amazon.

- **Ad Text Optimization** helps to identify high performing Ad content across thousands of Ads running in Google Ads accounts. It offers bulk optimizations for editing underperforming Ad text and for creating new Ads as per users' business strategy. The tool processed over 300M Ads and modified/created around 1M Ads in the last quarter, aiding user requirements like changing promotional offers, seasonal variations, etc.
- **PPC Policy and Audits Builder** facilitates an automated customizable framework to create account management policies (business-specific audit templates). It helps in streamlining pay-per-click account maintenance by regularly monitoring account health and suggesting optimization opportunities. The customizable policies are used by users for both rolled-up and granular analysis of an account's performance.
- **Multi-Account Budget Optimization** helps advertisers achieve their PPC budget goals across multiple ad platforms like Google, Microsoft, Facebook, and Amazon. The tool analyses historical spend data to forecast the cost of Ad campaigns, thus helping advertisers hit the right level of Ad spend. The tool also sets automatic alerts to curb overspending of budgets.
- **Account Blueprint** is a workflow streamlining solution for PPC Experts and Enterprise teams to effectively share best practices for account management. The solution templatizes specific recurring tasks and due dates for a similar set of accounts. It enables large teams to take timely action for assigned tasks.

Sep 2017 – Aug 2018 *Technical Intern | Synopsys, Inc.*

- Parallelized quality assurance checks to compute the accuracy and integrity of chip testing runsets. Clustered similar test designs together to be executed in one go. Profiled and analysed possible improvement opportunities to reduce the test run time to 8 hours which increased efficiency by 300%.
- Created a preliminary internal adapter tool to convert customer-specific data inputs into a standardized format. Parsed input data-sets to generate dependency maps and used topological sort to build required configurations. Streamlined the process of setting up the runset configuration which reduced the chances of human error.

Projects

Puzzle-X | *Android Application*

- Built a 2-D puzzle solver using Priority Queue and A*-Algorithm with Manhattan distance logic. The game generates a valid jumbled puzzle from any image of the user's choice in 3X3, 4X4, 5X5 grids. Players have to rearrange the jumbled blocks to get back the original image in minimum moves.

Ghost Word Game | *Android Application*

- A word game in which players take turns to add letters to an incomplete word. The only constraint is to maintain a string which is a prefix of a valid English word. The player who forces his opponent to create a meaningful word wins the game. A dictionary of 60K+ words were implemented using Trie, which served quick lookups for optimized decision checks during the gameplay. The bot moves were implemented using order-3 Markov model.