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++, Java, Python, PHP

Backend: .Net, Spring

Frontend: jQuery, Backbone.js, CoffeeScript

Database: MySQL, Redis, Firebase Realtime Database, MongoDB

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

Website: akgarhwal.github.io

Hackerrank: hackerrank.com/akgarhwal

LeetCode: leetcode.com/akgarhwal

Additional Activities

Cypher Mentor - for the student programming community.

Campus Ambassador - for **GeeksforGeeks**.

Experience

July 2020 – Present *Software Developer I | Zynga*

Zynga is a leading developer of the world's most popular social games that are played by millions of people around the world each day.

- Designed and developed a feature which allows the game team to change any translated strings to provide a better experience for users.
- Working on tools, libraries and web applications used for an end-to-end automation pipeline to deliver translations for game teams without any manual support.
- Working on continuous localization engineering tasks for Zynga India and UK games including FarmVille 2, Farm 3 and CSR 2.
- Working on an in-house internationalization library for unity platform.

Sep 2018 – July 2020 *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.
- **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.
- **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

Valve | *NuGet Library*

- Valve is a simple to integrate sampling and code flow control library, which can perform sampling on an unknown size of identifiers. It was developed to fulfill the need to perform percentage based roll out of a certain feature for users.

Puzzle-X | *Android Application*

- Built a 2-D puzzle solver using Priority Queue and A*-Algorithm with Manhattan distance logic. Players have to rearrange the jumbled blocks to get back the original image in minimum moves.