Saurabh Shanbhag

🔀 saurabh.v.shanbhag@gmail.com | 📞 +1 (919) 904 9295 | 🗣 Sunnyvale, CA | 🛅 linkedin.com/in/saurabh-shanbhag | 👩 github.com/shanbhag10







EXPERIENCE



Amazon - Software Engineer 2

Sunnyvale, 6/20 - Present

- ✓ Designed & developed 4 tier-1 backend services (10k+ TPS) in Java, Go, AWS to manage customer data, workflows and integrations for Ring security devices and apps
- ✓ Launched 'Ring for Enterprise' by designing role-based access solutions unlocking the \$1B+ tenant market
- ✓ Seamlessly migrated 12M subsidiary 'blink' user accounts by performing complex software operations
- ✓ Enhanced account security by 28% by building a dark-web scanner for detecting password breaches
- ✓ Reduced 1.5K CS calls per day by automating account recovery resulting in \$1M+ annual cost savings

Uber - Software Engineer

San Francisco, 7/19 - 6/20

- ✓ Built robust services using Go, Python, SQL for efficient management of rental and repair lifecycle of JUMP bikes & scooters. Designed efficient REST APIs for JUMP mobile and web apps
- ✓ Reduced operation cost per trip by 42% (\$4.27 to \$2.48) by leading backend optimization programs
- ✓ Cut repair costs by 30% by standardizing and optimizing software-driven repair operations
- ✓ Reduced vehicle downtime by 25% through automation of user mechanical issue reporting

Barclays Inc - Software Developer Intern

New York, 6/18 – 8/18

✓ Built a distributed trade processing tools with Java, Spring, Kafka to reduce trade reporting latency by 13%

Persistent Systems - Software Engineering Intern

✓ Designed a 3D Wi-fi Indoor Navigation System to determine mobile position (±1.5m) using nearby routers



EDUCATION

North Carolina State University - Master of Computer Science MIT College of Engineering - B. Eng. Information Technology

Raleigh, 5/19 Pune, India, 5/17



PROJECTS

Pac-Man Al: Reinforcement Learning

- ✓ Built a Pac-man Al player with Deep Q-Learning Neural Networks using Unity, C# & TensorFlow
- ✓ Achieved 94% success rate using graph path-finding algorithms for reward heuristics

SeeFood: Deep Learning, Computer Vision

✓ Modeled deep neural networks (Fast-RCNN) using Darknet YOLOv3 algorithm for detecting and classifying. food items in an image/video, with 83% precision for the model trained over 20k iterations

Side Hacks

- ✓ Lunchbox Web marketplace that connects 20+ home chefs with 100+ weekly local eaters in California
- ✓ Catalist Web app that enables collaborative sharing and management of lists (shopping / rsvp)
- ✓ SmARt Android Game that identifies and scores user drawings with Deep Learning, Augmented Reality.
- ✓ Donna NLP chatbot that recommends lawyers and solutions based on LexisNexis historic legal data.

TECHNICAL SKILLS

Technologies: Java, Go, Python, JavaScript, Bash, HTML5, CSS, SQL-MySQL, Pq, NoSQL-Dynamo, Mongo Frameworks: React, React-Native, Docker, Linux, Flask, Selenium, TensorFlow, AWS – EC2, S3, Lambda, VPC