

Archit Jain

Software Development Engineer at Amazon, 4Yrs 9 months Exp.

Education

Delhi College of Engineering , Delhi University, Delhi BE, Mechanical	Marks: 72 %	2006-2010 (Among top 10 % of the Department)
St. Xavier's Sr. Sec. School, CBSE, Delhi Class – XII (HSC)	Marks: 85.4 %	2005-2006
Nutan Vidya Mandir School, CBSE, Delhi Class-X, (SSC)	Marks: 90.6 %	2003-2004 (School Rank: 1)

Professional Experience

A total of **4 Yrs 9 months** of software development experience

Amazon, Hyderabad

March 2012 – Till date

Designation/Role: **Software Development Engineer**

I am working in Webstore Team. Worked for the registration pipeline and workflows and seller success tools. Currently working on Seller's Inventory Management tool.

Adobe Systems, Noida

October 2010 – March 2012

Designation/Role: **Member of Technical Staff**

I worked on development of libraries (using C++) which are being used by the different Adobe products for a range of services like **spell check, hyphenation and localization of products**.

ARI Simulations, Delhi

June 2010 – October 2010

Designation/Role: **Software Engineer**

I worked on development of simulators of different types of cranes. It involves simulation of crane different parts and various other world objects like Ship, ITV and Cargos.

Technical Skills

Languages	Java, C/C++, Python
Others	HTML, Javascript, Shell scripting
Operating Systems	Windows, Mac and various flavors of UNIX.
Frameworks/SDKs	ANDROID SDK

Projects

At Amazon

Catalog Manager

Language Java, Javascript, Python

Description: Catalog Manager is Seller's Inventory for Webstore.

My Role Following were my major tasks/accomplishments in this project:

1. Marketplace Specific Listings : Worked on enabling seller's to provide different product attributes on different stores. Designed and developed Seller's data storage library to handle storage for seller data which can vary across different dimensions like across stores, locale, country.
2. Enabling Store specific catalog data for Seller with multiple stores.
3. Setup a seamless Build and Release process.
4. Wrote multiple tools and Scripts for team to help easy debug and quick access of data. The scripts were mostly written in Python and provide abilities like, quick access to different databases like S3, ElasticSearch, DynamoDb, SDB, Oracle DB and provide consolidated quick results, log parsers and analyzers, redriving failed tasks across different workflows level at project. Most of the tools were a Django Website, which provided consolidated views of different data across differernt parts of inventory management system
5. Other tasks include, migration of complete stack to EC2, enabling client side metrics.

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Seller Registrations And Seller Success

Language Java, Javascript, Python

Description: Self Service Registration Pipeline for Seller onboarding Amazon Webstore and Various tools pertaining to Seller's website success.

My Role Following were my major tasks/accomplishments in this project:

1. Designed and developed KYC workflow for newly registered Sellers in EU region. This included front-end form development in Javascript and Backend in Java.
2. Enabling Launch Promotions for sellers to increase launch rate.
3. Enable Froogle feeds for Sellers product data for Germany sellers.
4. Created a tool for easy access of Seller's registration status, which helps in easy debug and narrows down to any error, happened during registration.

At Adobe Systems

Spell Check and hyphenation engine

Platform Windows, Macintosh, Linux 32/64

Language C++

My Role In this project I got a chance to have an experience on Design, Coding and bug fixing.

Following were my major accomplishments:

1. Worked on redesigning the library and implementing the changes to make it linguistic provider dependent.
2. Worked with the team on the redesign of the User Dictionary and Group dictionary architecture.
3. Worked to provide resolutions for bugs/issues reported by product teams/QE
4. Porting of library to on vc10, Mac OS 10.6 SDK and gcc4.4.4 on linux.
5. Automated the complete build and delivery process starting from build creation to code signing to delivery of library on win mac and UNIX.

AdobeHunspellPlugin – Spelling and Hyphenation service provider

Platform Windows, Macintosh, Linux 32/64

Language C++

My Role In this project I got a chance to have an experience on Design, Coding and bug fixing.

Following were my major accomplishments:

1. Worked on designing and implementation of Supplemental Dictionaries concept to add to Hunspell library so as to improve the quality of spell check and suggestion provided by Hunspell plugin.
2. Worked on analysis and implementation of Hunspell performance and the improvement.
3. Worked to provide resolutions for bugs/issues reported by product teams/QE
4. Porting of library to on vc10, Mac OS 10.6 SDK and gcc4.4.4 on linux.
5. Automated the complete build and delivery process starting from build creation to code signing to delivery of plugin and it's installer on win and mac.

ZString Localization Library

Platform Windows, Macintosh, Unix

Language C++

Description: The library used to localize the strings in all the products.

My Role Following were my major accomplishments in this project:

1. Worked to provide resolutions for bugs/issues reported by product teams/QE
2. Porting of library to on vc10, Mac OS 10.6 SDK and gcc4.4.4 on linux.

Adobe Voting Meter

Platform Android, Windows

Language Java, MySQL, PHP

Description: A complete solution to facilitate audience voting via SMS and Android App and provide live results.

My Role Following were my major accomplishments in this project:

1. Conceptualized designed and implemented a complete solution to implement the audience voting in any event.

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2. Developed an android client app for audience to cast their vote using local WiFi
3. Developed an android server app to receive votes from SMS.
4. Developed a PHP/MySQL based backend server to store results.
5. HTML based UI to display results for voting.

At ARI Simulations

Cranes Simulator

Platform Windows

Language C++, Ageia SDK

Description: Project Involves simulation of Cranes and various other world objects like Ship, ITV and Cargos behavior in real worldThe simulator is MFC based and uses Ageia Physics SDK built in C++ and oops for modeling and calculations.

My Role Following were my major accomplishments in this project:

1. Modeling of cargo movement and placement crane.
2. Effectively implemented actual cranes behavior e.g. motions, Cargo Handling, ITV movement with Cargo etc.

Awards and Achievements

Awarded Above & Beyond Award at Amazon, for exceptional ownership and Bias for Action in handling customer issues.

Awarded Spot Bravo award at AdobeSystems, for developing Adobe Voting Meter.

Winner, [Code Warrior](#), (Puzzles, Algorithms & Debugging)", CodeFest, IT-BHU. April 2010

Codewarrior consisted of multiple rounds of intensive C/C++ programming, puzzle solving, debugging and Algorithm based questions.

Winner - "BOTS- Artificial Intelligence Competitions", TROIKA, DCE. February 2008

BOTS'08, An AI Programming Competition which aimed at designing an algorithm and implement in C++, which moves a bot in a maze such that it takes the items to their respective locations by pushing them.

Winner - "Enlinea - Online Programming Contest", Shrishti-2010, PSG College of Technology. April 2008

Online Programming Competition involved designing algorithms and developing the set of codes for the predefined set of problems in a limited time. The code was submitted online and tested on an Online Compiler.

Winner in multiple On-the spot C/C++ Programming/Debugging Contest and Online C/C++ Quiz. Jan'08 – Mar'10

Winner in over 9 On the spot algorithm intensive C/C++ competitions, 3 - On the spot Debugging Contest , 2 Online C/C++ Quiz organized in various Inter-College festival organized at national level in various colleges. The competitions involved developing/debugging C/C++ codes for predefined set of problems in the limited time.

Won Prizes in various National level Inter School computer analytical programming competitions.

Positions of Responsibility

- Organized Adobe Carom Tournament 2011.
- Organiser - BYTES, All India Online Programming Challenge, TROIKA'08, DCE.
- Event Management Volunteer - INNOVISION'06, NSIT.
- Secretary - Computer Club, St. Xavier's School (2005-06).
Organized Interface 2005- Inter-school computer fest-St. Xavier's School which witnessed participation from over 30 schools across the nation.
- Member IEEE, Organized various workshops and programming events within the institute.
- Prefect, Student Council of St. Xavier's (2005-06) (Class XII).

Interests

Programming, Puzzle Solving and Listening to Music

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