

EXPERIENCE

Software Engineer	Samsung Research America Inc.	June 2018 - Present
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FinTech Services

- Built highly scalable and resilient event engine based on 'Exactly-Once' semantics for processing events linked to users' Samsung Money checking account. Utilized Akka Stream's Transactional Kafka which consumed from a topic, processed data asynchronously and published to multiple topics.
- Developed backend storage and data aggregation platform for personal finance management system. Fetched transactions across different financial institutions using Plaid's APIs and utilized Elastic Search's querying capabilities to achieve response time of less than 10 ms.
- Implemented an in-memory response caching layer which helped improve response time for cold data set by ~80%. Used Caffeine cache in a Java Play framework project.
- Wrote a library which helped the team seamlessly integrate between Akka Stream and RxJava 2 code.

Rewards and Promotions Platform

- Developed a location-aware promotion engine to increase traffic into physical stores which proved to drive Samsung Mobile device sales by ~5%-6%. Integrated with in-house merchant location platform based on Foursquare APIs.
- Built reactive notification engine responsible for handling all server generated notification for 11 million Samsung Pay users. Integrated with Braze REST APIs and used Kafka Streams, RxJava 2 with Play framework.
- Built service to provide users with Samsung Rewards points based on Lyft ride amount, integrated with Lyft's OAuth2 and consumed Lyft Ride data via webhooks.

Software Engineer	Samsung Pay Inc.	May 2017 - May 2018
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- Worked in a team to build a finite state machine for processing user events and provisioning various rewards like Gift Cards, Samsung Rewards Points and Prepaid Cards. Promotions helped with educating the users and user retention.
- Developed generic background job status reporting system which sent out emails to operations team which helped monitor status of background processes. Integrated Spring framework based cron jobs with AWS SES.

Software Engineer Intern	Nopical Inc.	Feb 2017 - May 2017
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- Devised caching mechanism for a Social Media based personalized news app to improve best case performance.

Student Developer	Distributed Learning Tech, CSU Chico	June 2015 - Dec 2016
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- Developed and managed tools for improving University's Learning Management System.

TECHNICAL SKILLS

Languages: Java, Scala, C++, SQL (Postgres and MySQL), Basic MongoDB

Technologies: Play framework, Spring Boot, Elastic Search, Kafka Streams, Retrofit, Hystrix, Resilience4j Circuit Breaker, Prometheus monitoring, Akka Stream, Akka Actor System, Docker

EDUCATION

M.S Computer Science	California State University, Chico	Dec 2016
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- Master of Science in Computer Science

B.E Information Technology	University of Mumbai, India	May 2014
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- Bachelor of Engineering in Information Technology

PROJECT EXPERIENCE

- **Gold Chase Multiplayer Game |** C++, Distributed Computing, Sockets **May 2016**
Multiplayer and multi-threaded terminal game where players search for real gold in a gold mine having fake gold. Utilized semaphores, sockets, ncurces library and signal handling to coordinate between processes.
- **Flash |** Android, Java, XML, Google Maps API, AWS **Jan 2015**
Application to create flash cards with location-based reminder system and share with friends' feature.

ACTIVITIES

- Team won a special award at Samsung Hackathon 2018 for developing a timer-based Auction system.
- IEEE Publication: Researched differential privacy and developed an efficient model for studying Students Grades. ([IEEE](#))
- Procured 'Graduate Student Research Funding' from CSU, Chico awarded to ~5% of graduate research topics.