HEMANT VERMA

CTO at Goodly Inc

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Work experience

May 2018 - Current

CTO

Goodly - https://www.goodlyapp.com/

I am currently co-founder of Goodly. I manage all aspects of technical from webapp to backend.

Goodly helps companies offer student loan repayment as service.

We are part of YCombinator Summer 18 batch and we have many prominent investor including Norwest.

Feb 2017 - Apr 2018

Lead Software Engineer

Rippling - https://www.rippling.com

Started working with Parker when team was less 5, raised massive seed round of $18 million.

I was first engineer on App Integration team. Where in I help build more than 100 integrations both API, SAML.

Rippling goal was to operating system to run any company.

Oct 2014 - Feb 2017

Software Engineer

Postmates

Strategic impact across various technical vertical that provide Postmates long term strategic advantage over its competitor in highly competitive environment.

Postmates works in a highly competitive environment where various firms (Uber, Amazon, Google, Instacart, Doordash) are racing for market and consumer mind share. In this environment speed and leverage are two biggest factor that affects business. My work has focused on providing high value in all my work.

City Heatmap for Fleet

- My first project at Postmates involved building a heat map for a city to redirect available fleet to right places. This result in reducing avg pickup time from 20 minutes to 10 minutes, improving customer satisfaction, increasing fleet payout and saving 278 years of idle time per year (1.2 million deliveries per month) which amount to 22 million per year for thousands for people working as courier at Postmates.
  - I worked alone on this project and it took 2 weeks from inception to deployment.

Fleet Android App

- Built Fleet Android app resulting in saving of $500,000 per month for Postmates from phone and data bills.
  - I worked as a part of 2 members the project took 2.5 months from inception to completion.

Fraud prevention at Postmates

- We were increasing targeted by fraudulent users resulting in losses of more than $1 million per month. I worked to analyze the main cause of fraud at Postmates, moving quickly to implement blocking of fraudulent user and credit card saving us $865,000 per month.
  - I worked alone on this project and it took 1.5 weeks from inception to deployment.

Chipotle Integration

- We wanted to automate process of placing order at Chipotle (our largest merchant). We were also in race with Uber to be first partner to integrate with Chipotle. I worked closely with Chipotle Engineering to implement chipotle integration at Postmates. At current point its only roled out in Atlanta we are seeing less customer issue, more customer services, increased brand loyalty. When deployed widely this will result in potential saving of more than $350,000 per month for Postmates along with beating a fierce competitor.

Merchant Tablet

- We wanted to build an android tablet for our partner merchant for improved efficiency and better customer and merchant satisfaction. I

worked on building tablet as part of 3 member team, the project took 2 months from inception to completion. As I write this resume we are in process shipping these tablets to 4000 merchant partners. This is estimated to save us $600,000 per month also increase customer and merchant happiness.

Jul 2013 - Oct 2014

Software Engineer
Optimizely

Building an easy to use A/B testing product for developers as well as non-technical folks.

- As a first engineer in Amsterdam (Optimizely Europe HQ) helped build internal tools for sales and customer service professional.
- Lead a team of ~4 engineers to build iOS A/B testing platform from scratch to successful launch. We built the whole product under 1 year.
- I was required to work on all parts of stack (iOS, frontend, backend) to make it happen.
- After the initial development continuous customer feedback session to come up with better ways to serve customers.

Jun 2012 - Jul 2013

Software Development Engineer
Amazon.com

Part of team responsible for pricing the Amazon catalog across the whole world. Pricing team build automation to price everything ship and sold by Amazon. Amazon currently sells around 323 million items all of them were priced by automated algorithm written by pricing team. As this process is fully automated there are chances of pricing error I built tools (1 person team) to catch them as fast as possible when they occur.

- Was responsible for revamping and redesigning Demand Monitor from ground up. The DM is responsible for catching price errors in amazon catalog by constantly watching change in demand for various items.
- Lead effort to reduce human intervention in Demand Monitor using Machine Learning. We quickly realized at current stage the scope of reducing human intervention is limited due to limited skewed data.
- Built Deal Site Monitor to prevent price mistakes to sell out our inventory too fast, hence resulting in poor customer experience for all future customers.
- Saved millions of dollars losses due to the price mistake. We would catch around 1000 price mistakes on average day and the average loss could be up to $100.
- Part of 3 person team to build new Machine Learning based pricing engine. I worked as IC helping a senior member of team execute this project at faster rate with quick prototyping and analysis.

Feb 2010 - May 2012

Software Development Engineer
Microsoft

Worked on building Microsoft office for Nokia Symbian platform and iPhone. I worked on reusing Microsoft Office code base across multiple platforms. This allowed us to move faster in our execution with fewer bugs ultimately saving millions of dollars and 1000's of hours of work.

This project was the first step in the strategic partnership between Nokia and Microsoft. This allowed for deeper understanding between Nokia and Microsoft ultimately leading to Microsoft acquisition of Nokia Phone Business for $7.2 Billion.

- Part of 3-person team primarily responsible for PowerPoint, but also worked on Excel and Word. Worked with PM and Test stakeholders for quality release of the software on both platforms.
- The primarily challenges were mostly design in nature, office codebase running across different mobile platform. We followed MVVM design pattern hence separating out AppUX and AppModel, to enable better reusability.
- I owned and shipped many different features, fixed tons of bugs across all different platforms, Improved app startup by 2 seconds (earlier startup time was 6 seconds). Abstracting out common functionality among different apps for better organization of code base.
- Lead an initiative to familiarize Developers with intricacies of good UX and Design concepts, which resulted in reduce number of design

iteration in final phase of project.

Education

2006 - 2010   **Bachelors of Technology**

Indian Institute of Information Technology, Allahabad

IIIT Allahabad is Government of India University for Information Technology and Electronic Engineering. The 4 years program aim to equip students with state of art knowledge and skills to produce talent with outstanding ability, to create entrepreneurs and leaders of industry and profession.

Relevant Courses Taken

Algorithms, Discrete Mathematics, Data Structure, Operating Systems, Object Oriented Methodologies, Theory of Computation, Software Engineering, Artificial Intelligence, Optimization Technologies, Philosophy of Science, Principles of Management, Communication Skills and Technical Writing