Himanshu Malik

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EDUCATION

Coventry University — Coventry, U.K
Bachelor's of Science in Computer Science, First Class(Hons) — *Jan. 2019 – May 2022*

PROFESSIONAL EXPERIENCE

Google — Jan 2025 – Present
Tech Lead — *NYC, US*

- Leading a high-performing team of 27 engineers across projects focused on Gemini 2.5 Flash, Pro, and Preview versions, balancing feature velocity with model safety and reliability.
- Driving core architecture and release management for multiple LLM iterations using Python, C++, and JavaScript across evaluation, optimization, and deployment pipelines.
- Collaborating cross-functionally with PMs, research scientists, and infra teams to ensure timely and scalable LLM releases globally.
- Mentoring team members on deep model testing strategies, prompt crafting, and generation traceability tools for interpretability and debugging.
- Spearheading internal tool development for versioned model rollouts, usage telemetry collection, and data quality instrumentation.

Google — Oct 2024 – Jan 2025
Senior Software Engineer — *NYC, US*

- Reviewed and optimized thousands of prompts used to evaluate and train Gemini LLM models, ensuring linguistic clarity, diversity, and factual integrity.
- Led the scraping and preprocessing of large-scale web datasets, focusing on domain-specific corpora for research-level model training.
- Collaborated with research scientists to experiment on Gemini DeepResearch model, contributing to one of Google's most advanced LLM releases.
- Worked on safe and ethical data curation pipelines to support training of Gemini DeepResearch, incorporating filters, classifiers, and relevance scoring.
- Contributed Python-based tools and scripts to streamline model evaluation cycles and performance tracking during the Gemini DeepResearch project.

Goldman Sachs — Aug 2024 – Oct 2024
Software Engineer — *Munich, Germany*

- Developed secure, high-performance web services for an internal identity verification platform using Kotlin, Java 17, and Spring Boot, improving latency and throughput under load.
- Designed and deployed distributed microservices leveraging RESTful APIs, ensuring compliance with PCI and internal security standards.
- Integrated services with AWS cloud tools, enabling scalable and fault-tolerant operations across multiple regions.
- Implemented features using Spring Security, JPA, Maven, and Gradle, with a strong focus on performance tuning and static code analysis tools for maintainability.
- Built Redis-backed caching layers and containerized services with Docker, adhering to best practices in microservice architecture and cloud-native deployment.

CISCO — April 2023 – June 2024
Software Developer — *Berlin, Germany*

- Spearheaded the development of a Web3 decentralized application (DApp) using microservices architecture with Java and Spring Boot, providing a scalable backend for blockchain interactions.
- Designed and implemented smart contracts on Ethereum using Solidity, enabling secure and transparent transactions within the DApp.
- Developed microservices to handle user authentication, wallet integration, and transaction processing, each service interacting with the blockchain via web3.js and managed independently for modularity.
- Employed IPFS (InterPlanetary File System) for decentralized storage, ensuring data integrity and availability across the network.

- Utilized Docker and Kubernetes for containerization and orchestration, ensuring efficient deployment and scaling of microservices within a cloud environment.
- Implemented asynchronous communication between services using Kafka, optimizing transaction processing and improving system reliability.
- Collaborated with the DevOps team to establish CI/CD pipelines, enabling automated testing and secure deployment of updates to the smart contracts and backend services.
- Integrated AWS cloud services for deployment, monitoring, and scalability of decentralized applications.

ReConvert   Feb 2023 – April 2023
Software Developer   *New York, U.S.A*

- Developed new user-interface features using React JS from PHP
- Build reusable components and front-end libraries for future use
- Optimize applications for maximum speed and scalability
- Collaborate with other team members and stakeholders to design and implement new features
- Integrated Python and Flask-based REST endpoints to support dynamic UI components.

ARKITER   Oct 2022 – Jan 2023
Front-End Developer   *London, U.K*

- Building reliable user experiences that are simple, performant, and reliable using tools like React, React Native, JavaScript
- Sharing ideas to help define the vision and roadmap
- Mentor and train junior members on design, implementation, and standards
- Build self-service tools for SME. Improve existing features that impact millions of interviewee candidate.
- Leveraged AWS services to enhance hosting, deployment pipelines, and performance monitoring for front-end applications.

LeetCode   Aug. 2021 – Aug. 2022
Full-Stack Java Developer   *California, USA*

- Engineered robust, scalable microservices in Java using Spring Boot, crafting clean and efficient code to meet functional requirements and ensuring high availability and resilience.
- Utilized AWS cloud solutions for backend service hosting, database management, and application scalability.
- Employed Docker for containerization, facilitating consistent deployments and seamless integration across development, testing, and production environments.
- Developed and maintained RESTful APIs, enabling seamless and secure client-server communications within a service-oriented architecture.
- Implemented dynamic user interfaces with JavaScript, optimizing interactivity and user engagement through responsive design and modern web development practices.
- Took ownership of the writing process from beginning to end

AMAZON   Oct 2020 – July 2021
Information Technology Engineer   *Coventry, U.K*

- Communicate's with managers to set up Warehouse computers used on on-site
- Assess and troubleshoot computer problems brought by workers, managers and leading staff
- Maintaining upkeep of computers, on-site equipment, and 200 printers across warehouse
- Provide high levels of equipment availability to our internal customers by means of troubleshooting and prioritizing.

Figbytes   March 2020 – Sept 2020
Frontend Developer   *Ottawa, CANADA*

- Designed and implement new features on their web solutions
- Maintained the current web product. Proper engineering methodologies and best practices followed
- Produces and maintains documentation, using tools like Angular, Typescript, ASP.NET, CSharp
- Work remotely with outside partners and developers

TECHNICAL SKILLS

Languages: Java, Typescript, Kotlin, Python, C, C++, Carbon, SQL (Postgres), JavaScript, HTML/CSS, R, MATLAB, SwiftUI
Frameworks: React, Angular, Next.js Node.js, Flask, WordPress, FastAPI, TriviaAPI
Developer Tools: Git, VS Code, XCode, PyCharm, IntelliJ, Eclipse, Unix/Linux environments, Docker/Kubernetes

Publishment

- Written Article on **Graph** having 25K+ views, 1K+ likes, 100+ comments
- Written Article on **LinkedList** having 13K+ views, 500+ likes, 80+ comments
- Written Article on **Recursion** having 21K+ views, 400+ likes, 100+ comments
- Written Article on **Tree** having 12K+ views, 400+ likes, 70+ comments

Projects

AgileFlow: DevOps Transformation for Rapid Delivery | *Docker/Kubernetes, CI/CD, Jenkins*
- Implemented Infrastructure as Code (IaC) using Terraform, ensuring consistent and reliable provisioning of cloud resources.
- Designed and established robust CI/CD pipelines with Jenkins, streamlining software build, testing, and deployment workflows.
- Leveraged Docker for containerization and orchestrated applications using Kubernetes, enabling efficient scaling and management.
- Integrated monitoring tools (Prometheus, Grafana) and ensured security compliance with vulnerability scanning and access controls.

Distributed E-Commerce Platform | *(Web Application) Java, Microservices, Spring Boot, Docker, JavaScript*
- Developed and integrated multiple microservices in Java using Spring Boot, handling aspects such as user authentication, product management, order processing, and payment transactions with a high degree of modularity and service isolation.
- Containerized all microservices using Docker, ensuring consistency across development, testing, and production environments, and orchestrated these containers effectively to manage microservices lifecycle.
- Implemented an API Gateway to route client requests to appropriate microservices, enforcing consistent API endpoint policies and reducing complexities for client-side communication.
- Spearheaded the development of a dynamic and responsive Single Page Application (SPA) using JavaScript, providing a seamless and interactive user experience.

Algorithm Sorting Visualizer | *(Web Based Sorting) JavaScript, React*
- Made use of different sorting algorithm like : Merge Sort, Quick Sort, Heap sort, Bubble sort
- By the power of React, User-Interface, layout and Navigation
- Learned the preparation, organisation and process necessary to transform an idea into reality
- Successfully launched it on internet.

Timber Game | *C++, SFML*
- Developed a 2D Game work easily on flash player or in Terminal
- Used SFML, which in common is Simple and Fast Multimedia Library a cross-platform software development library designed to provide a simple application programming interface that improves me to make the game playground and 2-D environment
- Collaborated with Minecraft server administrators to suggest features and get feedback about the plugin

OTHERS

- Data Structure and Algorithms problems video's over 200+, On my YouTube channel - "hi malik"
- Holding Student Pilot license, Teaches programming to High school students
- Teaches programming to High school student in collaboration with Code Club