Himanshu Jain

Minneapolis, MN | Email: jainmanshu@gmail.com | hjain64.github.io | Linkedin: www.linkedin.com/in/hjain64

SOFTWARE ENGINEER (Full Stack)

Results-driven Software Engineer specializing in building next-generation solutions, optimizing systems, and developing applications for a competitive edge. Committed to delivering exceptional results for customers through technical proficiency and creative problem-solving that cater to the evolving needs of modern businesses.

WORK EXPERIENCE

Trimble Inc. | Minnetonka, MN | Software Engineer 3

Aug 2023 - Present

- Implemented Single-Sign-On (SSO) functionality by devising a custom federation mechanism between OAuth2 and enterprise identity, and employed OpenID Connect library for secure and efficient execution.
- Guided the transition of the web telematics application to a micro frontend architecture, leveraging Monorepo, Module Federation, and webpack to optimize the codebase, resulting in improved performance and maintainability.
- Conducted code reviews, authored technical design documentation, mentored junior team members, and facilitated agile practices, resulting in a streamlined development process and heightened team productivity.

Trimble Inc. | Minnetonka, MN | Software Engineer 2

Jan 2020 - July 2023

- Designed an event-driven node microservice to ingest GPS Breadcrumbs data from over 50K vehicles, employing Kafka.js, ElasticSearch and Postgres for data retention, elevating flexibility and scalability with 100% uptime.
- Developed a robust internal open-source web component library, garnering an average of 150+ weekly downloads. Implemented with React, adhering Material-UI design principles, UX considerations, documentation with Storybook.js.
- Integrated Trimble GIS solutions into fleet telematics app, contributed in building interactive UI dashboards utilizing three.js/D3.js library for monitoring real-time data through WebSocket protocol, optimizing navigation management for smart decision-making and driver safety through the implementation of overlay WebGL 3D maps.

Trimble Inc. | Minnetonka, MN | Software Engineer 1

Jun 2018 - Dec 2019

- Implemented SaaS-based NextGen fleet telematics application, optimizing fleet management for a significant customer base, contributing to substantial annual revenue growth, achieving a 35% increase in customer retention.
- Executed end-to-end development of telematics applications, leveraging Typescript/React. Implemented a stateless microservices architecture with Node/Express.js, incorporating Kafka/RabbitMQ for event-streaming and queue brokerage, PostgreSQL/Liquibase for the database, Redis for caching and ElasticSearch for the search and analytics.
- Achieved 95% code quality coverage milestone by utilizing Jest/Enzyme for the meticulous unit testing and Selenium/WebdriverIO for the automation end-to-end testing framework.

Titus Lab - Undergrad Research Assistant | University of Minnesota-Twin Cities, MN

Jan 2018 - May 2018

- Developed and documented a cellular image analysis application responsible for extracting key parameters (cell count, area, intensity, filopodia length) for Metazoa and Amoebozoa, vital for early-stage cancer cell detection.
- Refactored the application code from MatLab to an automated ImageJ JavaScript application, cutting down the overall stats generation time by 80%, significantly improving performance and elevating user experience.

ConvergeOne | Minneapolis, MN | Voice Solutions Engineer Intern

May 2017 - Aug 2017

- Engineered a contact center application with Cisco Unified Communications Manager, adhering closely to agile methodologies, resulting in a significant 66.7% reduction in average call wait time from 15 minutes to 5 minutes.
- Orchestrated full-stack application development, showcasing proficiency in backend technologies such as C#, .NET SQL, REST API, VXML, and frontend technologies including Typescript, Angular.js, Karma testing, and Bower.

TECHNICAL SKILLS

- Programming languages: Javascript | Typescript | HTML5+CSS | Python | Go | Java | C# | .NET | C++
- Frameworks & Library: React | Redux | Storybook.js | Three.js | Node.js | Express.js | Liquibase | REST-API | Angular | Vue | Ember | Tailwind-CSS | Material-UI | Spring-Hibernate | Django | Jest | Enzyme | Selenium-WebDriverIO
- Databases: PostgreSQL | MySQL | MongoDB | GraphQL | Snowflake | Apache Cassandra | DynamoDB
- Tools & Technologies: Kafka | ElasticSearch | Kubernetes | Docker | Redis | BuildKite | AWS (EC2, ECS, lambda, S3)

EDUCATION