

## **Surender Sanke**

E-Mail: surender9@gmail.com

Mobile: +91-8106510402

### **Career Objective**

To make a challenging & rewarding career in IT and seeking a position in an organization, where my skills and abilities can be used in a best possible way.

### **Professional Experience:**

- 15 years of hands-on expertise with C/C++, Java, Python on the Unix/Linux platform in the design and implementation of system and application software.
- Good experience in managing software project development from requirements to planning, design, development, testing, and deployment.
- Experienced in conducting Root Cause Analysis to find defects and debugging the applications with a focus on maintaining application & software using GDB and Valgrind
- Experienced in Agile and scrum development environment
- Experience in leading a team of 6 members and providing design, guidance, and mentoring them.
- Good management skills coupled with the ability to understand new technologies quickly and use them effectively.

### **Educational Qualifications**

Degree / Final Examination	Year	Institute	Percentage/CPI
M.Tech (CS)	2007	IIT Roorkee	<b>7.5 GPA</b>
B. Tech (Computer Science and Engineering)	2004	JNTU Hyderabad (A.P)	<b>61.62 %</b>
Intermediate	2000	Siddhartha Jr College Hyderabad(A.P)	<b>73.30 %</b>
SSC	1998	Vani High School Hyderabad (A.P)	<b>70.33 %</b>

### **Skills**

Operating systems : Unix/Linux, Windows  
Programming languages : C, C++, Java, Python  
Design : Design patterns, OOAD  
Network Tools : Wireshark, IP scanner  
Debugging Tools : GDB, Valgrind  
Monitoring Tools : Nagios, Datadog  
Search Tools : Elastic Search  
Frameworks : Spring, SpringBoot  
Cloud Platforms : AWS, GCP

## **Career History**

Reliance Communications, Mumbai for 3 years (Aug 2007 - June 2010)

Samsung Electronics, Noida for 1 year 9 months. (June 2010 - March 2012)

Imagination Technologies, Hyderabad for 4 years (March 2012 - April 2016)

Yahoo, Hyderabad for 6+ years. (May 2016 - October 2022)

## **Project History**

### **Project Details #1**

Title : Centralized Targeting System Integration into SSP

Team size : 6

Environment : Java, J2ee

Duration : May 2021 till Nov 2022

**Designation:** Senior Software Engineer

**Description:** Centralized or Cookie-less Targeting System is of integrating multiple services like Geo Service, Talon, WhiteOps, Ads.txt into one box, and this box is responsible requesting the individual services and retrieving the responses back.

#### **Responsibilities:**

- Design, Implementation, Monitoring.
- Closely worked with Architect for designing of this system and Coordinated cross teams.
- Identifying bottle-necks in the system, while evaluating the system which is common platform for all the services.
- Contributed for integrating two of the services among many.

### **Project Details #2**

Title : Creative Id & Creative Type Reporting

Team size : 1

Environment : Java, Vertica

Duration : November 2020 till April 2021

**Designation:** Senior Software Engineer

**Description:** Reporting of Creative id and Creative Types helps buyer and sellers see which creatives are performing well and this also helps in finding which creatives are failing.

#### **Responsibilities:**

- Individual contributor
- Requirements, Design, Coding, testing and monitoring.
- Developed full end to end in all the modules.

### **Project Details #3**

Title : VRM Service

Team size : 7

Environment : C++

Duration : October 2019 till October 2020

**Designation:** Senior Software Engineer

**Description:** VRM Service will stitch the ad videos into the content, NFL live games are one of the clients who uses this service. This was one of the major projects in terms of handling the live traffic of baseball and needed support for scalability and performance. There were multiple components involved VRM server, Configuration Server and SSP server.

**Responsibilities:**

- Involved in identifying the requirements and specifications.
- Developed major features for roll out.
- Contributed for handling reserved ads on SSP server.

**Project Details #4**

Title : Ads.txt

Team size : 5

Environment : C++, Python, S3

Duration : September 2018 till September 2019

**Designation:** SDE II

**Description:** Ads.txt is a specification for controlling fraud and allowing only authorised sellers in the advertising domain to send requests.

**Responsibilities:**

- Design, Implementation, Coding and Monitoring.
- Coordinating with Cross teams for Feature development
- Working with other in-house team members working on other modules as per requirements and tracking status.

**Project Details #5**

Title : Brand Safety and Fraud Service

Team size : 2

Environment : C++

Duration : August 2017 till August 2018

**Designation:** SDE II

**Description:** BSF is a hub of services, which handles getting responses from all the service and responds in a single go. Handling different services with different configurations like Geo service , Fraud detection service, Device detection.

**Responsibilities:**

- Handling Request and Responses with different configurations for each service

**Project Details #6**

Title : Geo Location Module

Team size : 1

Environment : C++

Duration : June 2016 till July 2017

**Designation:** SDE II

**Description:** Geolocation module for fetching Geo data from Maxmind data thus supporting both ipv4, ipv6 fetching details of continent, country, city, pin and isp provider details. These details are used in targeting in advertising industry.

**Responsibilities:**

- Developed the feature with integration of Maxmind data and it's api's.
- Supported both the ipv4 and ipv6 and other module interactions carrying ip data.

**Project Details #7**

Title : Flow Device Management

Team size : 6

Environment : C, Python, CoAP, LWM2M, IoT, M2M

Duration : June 2015 till May 2016

**Designation:** Senior Design Engineer

**Description:** Open Mobile Alliance's (OMA) Lightweight Machine to Machine protocol (LWM2M). LWM2M protocol has been designed to be highly efficient in terms of data transfer and memory footprint, making it suitable for deployment on larger gateway devices as well as the more constrained devices.

**Responsibilities:**

- Development of LWM2M protocol
- CoAP protocol Development

**Project Details #8**

Title : Flow SDK

Team size : 6

Environment : C, SIP

Duration : Apr 2012 till June 2015

**Designation:** Senior Design Engineer

**Description:** Flow SDK is a Machine to Machine communication (M2M) solution providing complete infrastructure to communicate all "Internet of Thing" devices.

**Responsibilities:**

- High level Designing
- Porting of Flow SDK into Different platforms
- Optimization of code

**Project Details #9**

Title : Online Interactive Gaming

Team size : 16

Environment : C/C++

Duration : March 2011 – March 2012

**Designation:** Lead Engineer 1

**Description:** Online Gaming support for playing games on Smart TVs, Smart Phones and Tab. Games run on Server Side, interaction occurs through client

**Responsibilities:**

- Audio Encoding and mixing containing various formats to AC3
- Virtual driver audio loopback
- Sending or receiving controls via TV to server

**Project Details #10**

Title : IPTV

Team size : 5

Environment : C/C++,HTML,Javascript

Duration : July 2010 – March 2011

**Designation:** Lead Engineer I

**Description:** IPTV is developed for Streaming of Digital content using streaming protocols like RTSP and media over RTP and HTTP. IPTV is targeted towards streaming content directly on TV.

**Responsibilities:**

- Buffer Management to avoid network jitter and smooth play of video
- Development of Functionalities of RTSP client

### **Project Details #11**

Title : IP Telephony Client :  
Team size : 6  
Environment : C++, VC++,QT, Java, SIP, RTP, RTCP  
Duration : Jan 2008 – Apr 2010

**Designation:** Deputy Manager

**Description:** Internet Telephony refers to communications services like voice, fax, Video, Instant Messaging & Chatting and/or voice messaging applications that are transported over the Internet rather than PSTN

This project includes Design and development of a sip client for communicating with other clients through voice, video and instant messages for Windows(VC++) and Linux Environments(QT)

**Responsibilities:**

- Developed high end interface for the Gui to interact with SIP Stack
- Developed video call using H263 codec with QCIF image format
- Call recording in the format of wav and mp3 formats

### **Project Details #12**

Title : Buddy Management System  
Team size : 3  
Environment : C++, Java, Apache-Tomcat, Servlets, JSP, Design Patterns  
Duration : Aug 2007 – Jan 2008

**Designation:** Deputy Manager

**Description:** Buddy Management is for managing of buddy list for any chat service, chat service requires friends/buddies related to a specific userid, which is been evaluated from the Apache-tomcat server using the HTTP and servlets used as scripts for any queries for the database. Chat service is designed in C++

**Responsibilities:**

- Developed Servlets for accessing credentials regarding authentication and access of buddies
- Developed modules in c++ which accesses servlets using HTTP requests.

### **Personal Details:**

**Permanent Address:**

Plot No. 157  
KK Nagar Phase-2  
GandhamGuda  
Hyderabad  
Telangana-500091