

WORK EXPERIENCE

6+ YEARS

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| Lead Engineer | Amazon | Jan 2022 – Present |
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- Leading three teams of 15+ engineers for making Pricing in Amazon as competitive as possible.
- Improving customer experience to find best available alternatives when the target product is not available.
Java, AWS, Docker, DynamoDB and mostly Amazon internal tech

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| Lead Engineer | Gojek | Aug 2019 – Jan 2022 |
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- Led a team of 3 engineers for an ETL tool [Optimus](#), which is a performant workflow orchestrator for data transformations, data modeling, and data quality management. Horizontally scalable, highly available using raft & ships with its own distributed scheduler/executor. Supports existing schedulers like Airflow. Currently powers the data warehouse pipeline for 6+ companies.
- Building an Identity and Access Proxy deployed in front of web-facing applications capable of authenticating and optionally authorizing requests. It supports http1.1/http2/http2c transports, enriching requests, and managing authorization policies. Deployed for more than 8 services in the company.
- Built a data lineage service that helps 500+ engineers discover data in the company. This requires the collection of metadata from several services, processing it, and generating lineage graphs that can be queried in near real-time.
- Built a data quality service that verifies duplicate data and ingestion latency between petabyte-scale ocean and warehouse pipelines.
Go, Java, Terraform, Kafka, Airflow, Kubernetes, BigQuery, Apache Beam, Parquet, GRPC, GCP

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| Founder | Moonware | Jan 2019 – Aug 2019 |
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- Started a novel community that had more than 6k+ novels, 7M+ chapters indexed and crawled 500+ sites for latest updates that required processing & filtering before listing.
React, PHP, Laravel, RabbitMQ, NodeJs, WordPress, Nginx, Ansible, Docker, Redis, MariaDB

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| Software Engineer | Sumo Digital | Oct 2017 – Dec 2018 |
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- Worked on a AAA game title [Team Sonic Racing](#) for publisher Sega implementing gameplay, physics, and weapon mechanics.
C, C++

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| Software Engineer | Autodesk | Jan 2017 – Oct 2017 |
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- Implemented support for stroke fonts used to print text through CNC machines.
- Improved mesh generation performance of 3D models by 30% and various sketch features in the product Autodesk Fusion 360.
- Researched to enable the support of lattice generation and cloud solver required for generative designs.
C++, Autodesk Fusion 360

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| Software Engineer | GlaxoSmithKline | Dec 2015 – Dec 2016 |
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- Developed 2D platformer, a promotional game for the milk product Horlicks.
Android, Java, libGDX, Box2D, OpenGL, Lwjgl

EDUCATION

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| Mesra, India | Birla Institute of Technology | 2014 - 2017 |
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- Master of Computer Application (MCA) in Computer Science, GPA: 8.7
- Coursework: Numerical and Statistical Methods, Discrete Mathematics, Data Structures and Algorithms, Operating System, Computer Organization and Architecture, Computer Graphics, Automata Theory, Compiler Design, Software Engineering, Artificial Intelligence, System Programming, Soft Computing

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| Jaipur, India | Jaipur National University | 2011 - 2014 |
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- Bachelor in Computer Application (BCA), Gold Medalist, GPA: 8.2
- Coursework: Digital Electronics, C/C++ Programming, Programming Principles, Databases, Optimization Techniques, Computer Networks, Java, PHP, Electronic Resource Planning

TECHNICAL EXPERIENCE

Projects *Source available on Github

- **Prime Party** (2020): It's a chrome extension for watching Amazon Prime Videos together in sync with friends. It synchronizes video playback and adds group chat. 25K+ active users.
Nodejs, Socketio, Redis, Javascript, Nginx
- **Servo*** (2020): Server management tool that can take backups of logs, files & databases to S3, clean logs older than X days and can serve as SMTP relay for sending mail via AWS SES.
Go, SMTP, AWS SES
- **Linux Kernel Module*** (2016): Mouse driver that can control pointer from userspace to kernel space. It is inserted as a kernel module that can be controlled by writing to a specific dev/<charfile>.
C, Linux
- **Professork*** (2015): A platformer game that specializes in realistic physics using box2d. Collisions, recoil, projectiles, particle effects, lights are simulated in real-time. Won *2nd place out of 8000 entries*.
Android, Java, iOS, PC, Linux, RoboVM, libGDX, Box2D, OpenGL, Lwjgl
- **Kush Micro News*** (2013): A WordPress plugin used to provide short excerpts instead of whole posts in a blog, like a news bulletin. Live on more than *600+ sites worldwide*.
PHP, WordPress, jQuery, MySQL, SVN

LANGUAGES AND TECHNOLOGIES

- Programming Languages: Go, Java, C++, PHP, Python, JavaScript
- Databases: Postgres, MySQL, Redis, BigQuery, MongoDB
- Web: HTML5, CSS3, NodeJs, GCP, AWS
- Serve: Nginx, Docker, RabbitMQ, Kafka, Kubernetes, Terraform, Airflow
- Libraries & Frameworks: React, WordPress, Bootstrap, Socket.io, jQuery, Laravel, OpenGL, libGDX, Unity

ADDITIONAL AWARDS

- **Second Prize, Hack-4-fun:** Competition conducted by GlaxoSmithKline & HackerEarth for developing an android game, out of 8000 people all over India, which landed me a 1-year contract with the company.
- **Seventh Prize, IndiaHacks:** Hackathon by HackerEarth for developing a game, out of 11000 people all over the world.
- **Gold Medal, Bachelor in Computer Application:** Graduation from Jaipur National University.

LINKS

- **LinkedIn:** <https://linkedin.com/in/thekushsharma>
- **GitHub:** <https://github.com/kushsharma>