

## WORK EXPERIENCE

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<b>Product Engineer</b>	<b>Gojek</b>	<b>Aug 2019 – Present</b>
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- Working on an ETL tool Optimus that takes billions of records from database, process transformations over it using BigQuery and stores it back to database periodically for analysis.
  - Worked on data lineage service of Gojek that will provide details about where data originates and moves around during various transformations and consumption.
  - Worked on data quality service that verifies duplicate data and latency between data ocean and warehouse pipelines.
- # Go, Java, Terraform, Kafka, Airflow, Kubernetes, BigQuery, Apache Beam, Parquet, GRPC, GCP

<b>Founder</b>	<b>Moonware</b>	<b>Jan 2019 – Aug 2019</b>
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- Started a novel community which had more than 6k+ novels and 7M+ chapters indexed.
  - Crawled more than 500+ sites for latest updates every few min, process, filter and list them.
  - The server was load balanced on Nginx with database in MariaDB. Queries were handled by Laravel and Wordpress along with React and jQuery on the frontend.
  - Page & query cache on Redis. Crawler data is queued on RabbitMQ which then gets processed with workers written in PHP.
- # React, Laravel, RabbitMQ, NodeJs, Wordpress, Nginx, Ansible, Docker, Redis

<b>Software Engineer</b>	<b>Sumo Digital</b>	<b>Oct 2017 – Dec 2018</b>
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- Worked on a AAA game title Team Sonic Racing for publisher Sega.
  - Implemented gameplay, physics and weapon mechanics.
- # C, C++

<b>Software Engineer</b>	<b>Autodesk</b>	<b>Jan 2017 – Oct 2017</b>
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- Worked on the implementation of 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

<b>Game Programmer</b>	<b>GlaxoSmithKline</b>	<b>Dec 2015 – Dec 2016</b>
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- Developed 2D platformer, a promotional game for the milk product Horlicks as a contract job.
- # Android, Java, libGDX, Box2D, OpenGL, Lwjgl

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## 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. 20K+ 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 specific dev/<charfile>.  
# C, Linux
- **Professork\*** (2015): A platformer game specializes in realistic physics using box2d. Collisions, recoil, projectiles, particle effects, lights are simulated in real-time. Won *2<sup>nd</sup> place out of 8000 entries*.  
# Android, Java, iOS, PC, Linux, RoboVM, libGDX, Box2D, OpenGL, Lwjgl
- **Slomo Jumper\*** (2015): Fast-paced casual game specializes in implementing depth of field shadow system.

Custom shaders for maximum performance that synchronizes with music. The game was built to run at 60 FPS with a hardware of 800 MHz single core, 256MB ram android smartphone.

# Android, Java, iOS, PC, libGDX, Box2D, Box2dLights, 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
- **Beatbox** (2013): Provides a jamming platform similar to Launchpad for music creation. Reads audio file pitch data and converts into arbitrary numbers that can be used as a visualizer.  
# NodeJS, Socketio, Websockets, SoundmanagerJS, Javascript, jQuery, PHP, HTML5

## EDUCATION

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<b>Mesra, India</b>	<b>Birla Institute of Technology</b>	<b>2014 - 2017</b>
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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

<b>Jaipur, India</b>	<b>Jaipur National University</b>	<b>2011 - 2014</b>
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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, VB.NET, PHP, Electronic Resource Planning

## ADDITIONAL AWARDS

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- **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.

## LANGUAGES AND TECHNOLOGIES

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

## LINKS

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- **LinkedIn:** <https://linkedin.com/in/thekushsharma>
  - **GitHub:** <https://github.com/kushsharma>
  - **Twitter:** [https://twitter.com/\\_kusharma](https://twitter.com/_kusharma)