

MAHESHWAR REDDY RAM

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EDUCATION

B.E (Hons) Computer Science	2008-2012	B I T S Pilani, Pilani Campus	8.03
APBIE (Class XII)	2008	Narayana Junior College, Ashoknagar	94.3%
CBSE (Class X)	2006	Kendriya Vidyalaya No 1, Uppal	91.8%

EXPERIENCE

Software Engineer, Grofers

Bangalore, India

Grofers is an on demand grocery delivery service

May 2016-Present

Working in the server-infrastructure team

- **Content management system** – developed features around virtual stores & rule based collections(group of items) as a member of the content management system
- **Inter service communication** - worked on building a system to propagate/publish the changes(asynchronously) made by a service to other dependent services using kafka & spark.

Co-Founder, HungerBox

Bangalore,India

At HungerBox we tried to solve the problem of food at office by creating a platform for connecting the best caterers with the companies.

May 2015-May 2016

Was looking after Tech & Operations

- **External dashboards** – built dashboard for the companies to bring transparency around the daily consumption, billing, ratings/feedback given by the employees, show upcoming menus etc.
- **Internal Dashboards** - built dashboard to track the activities of the customer relations team and Ops team.

Senior Software Engineer, Hike Messenger

Bangalore, India

Hike is one of the top chat messenger app in India

Feb 2014- May 2015

Worked as a backend server engineer

- **Setting up analytics infrastructure** – had setup the initial pipeline to process the events from various sources in the app/server into Hadoop and hive. Also set up a real time analytics system using Storm over hadoop and hive.
- **Data migrations** – Was part of the data migration team responsible for scaling up (or switching to new databases) databases to handle the load at scale.

Software Engineer, Zynga

Bangalore, India

Zynga is a leading web based gaming company

Jul 2012- Feb 2014

Working as a game developer in YoVille – a virtual world game

- **Server usage optimization** – optimizing the server side code to improve the efficiency of web servers and thus reduce the number of web servers required for the game.
- **In-game features** – Developed some in-game features aimed at player engagement and revenue generation.
- **Feature Automation** – Developed tools for automating the feature deployment process.