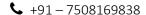
Nikhil Bansal

Software Engineer





nikhil.bansal97@outlook.com



nikh<u>il197.github.io</u>



in linkedin.com/nikhil-bansal197



github.com/nikhil197

About Me

Software Engineer with a passion for developing highly efficient, well-designed performant and softwares. Experienced in developing and maintaining asvnchronous microservices different Azure Cloud Solutions.

Education

Bachelor of Technology, Computer Science (2015-19)

Punjab Engineering College, Chandigarh - 8.4 CGPA

Technical Skills

Programming: C#, C++, JAVA

Web: TypeScript, RESTful Web Services, ReactJS and React Native

Graphics: OpenGL, GLSL

Frameworks: .NET Core, EF Core,

NUnit, Specflow

DBMS: Microsoft SQL Server,

PostgreSQL

Cloud: Azure Function Apps, Event Hubs, Kubernetes, Azure APIM

Other Tools & Technologies: Visual Studio, Unreal Engine, Git, Redis Cache, Postman

Awards & Achievements

- Received Accolite Top Performer certificate for exceeding set goals.
- Received Accolite Best Buddy award.
- Promoted within a 10-month time frame.

Experience

Software Engineer | Senior Software Engineer Accolite Digital, India (Oct 2020 - Present)

- Re-engineered the processing systems to facilitate near real time processing of high volume of data from MS Graph & Cisco Webex and storing it in MSSQL Server.
- Designed and developed multiple microservices for different components of the data processing system.
- Configured CI / CD pipelines using Docker files and Azure pipeline scripts for deploying microservices on AKS.
- Developed multiple automated testing suites, configured to run with CI / CD pipelines.
- Developed different data processing components using Azure Cloud services like Azure Functions, Event Hubs, etc.
- Developed public APIs providing customers with filtered data access ensuring low latency and proper security.
- Improved the design of authentication workflow for Infortel Select (WebApp by ISI).
- Actively maintaining existing components of the data processing system, including bug fixes, upgrades, performance improvements etc. and adding new features.
- Worked on *Evernote* mobile client apps and middleware (Conduit) for all Evernote clients fixing bugs and adding new features for the new sync strategy (NSync).

Software Developer Intern

Accolite Software India Pvt. Ltd. (Jan 2018 – June 2018)

- Worked on the performance improvement for the SQL Query Plan Collector Module for IDERA's SQLDM (.NET) and assisted the Triage team.
- Assisted the development of two POCs involving .NET, JAVA, EduThrill and AWS.

Personal Projects

- GraphX Rendering Engine A Multithreaded 3D Rendering Engine developed using C++, OpenGL; includes easy-to-use Rendering API, Math library and much more.
- Lone Survivor FPS Zombie game developed using C++, Unreal Engine & Visual Studio.