

Nilesh Kumar Srivastava

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Skills

- Python | R | SQL | Docker | Kubernetes | Big Data | Machine Learning | Deep Learning | Natural Language Processing (NLP) | Tableau
- Azure | Cloud Computing | CI/CD | XUnit | Jest | Cucumber | Nightwatch | Unit Testing | Lambda | OOP | Unity 2D | Game Development
- Microservices | Distributed Systems | Frontend | Backend | Full-Stack | English, Korean, Japanese – All professional proficiency or above

Experience

Youtuber

[YouTube](#)

07/2021 - Current

- **PIRATE KING**, Software Engineering, SWE Skits & Entertainment, Tech Life, Coding, Career Advice, LeetCode

Software Engineer

[Microsoft](#)

Redmond, WA, USA

05/2018 - 04/2022

- Led the design and development of multiple enterprise-level microservice applications of Commerce Experience Group, driving \$35.3 billion of revenue every year using the latest technologies of **Azure, C#, .NET, Cosmos DB, Azure Functions, Key Vault, and MS Graph**.
- Designed and implemented scalable APIs and background workers for managing first- and third-party proprietary licenses using **.net Core, Azure Functions**, and other **Azure cloud technologies** that serve millions of license requests daily.
- Led the development of several products E2E, from identifying system requirements and partner dependencies to workload balancing, software implementation, engineering, testing, and configuring metrics, alarms, monitors, and dashboards.
- Enriched system metrics by integrating the platforms with telemetry; facilitated in-depth logging by correlating APIs with vector contexts.
- Continuous Integration/Deployment Pipeline Integration, pull requests, code reviews, load/stress testing, unit/integration/e2e testing

Software Development Engineer

[Amazon](#)

Seattle, WA, USA

04/2017 - 04/2018

- Implemented enterprise applications of Prime's Content Experiment Platforms using **Java, React**, AngularJS, AWS, and DynamoDB.
- Designed and developed systems facilitating marketers to perform various optimization experiments within the Prime ecosystem.
- Automated and optimized business logic for the core marketing experiments, including A/B, Auto-Targeting, and Multivariate Testing.
- Completely automated the marketing platforms' user-experience testing process by integrating Nightwatch Selenium.

Software Engineer

[ebay](#)

Seoul, South Korea

12/2014 - 03/2017

- Designed and implemented enterprise fintech applications of South Korea's largest e-commerce platforms (Gmarket, Auction, SmilePay), driving monthly revenue of \$1 billion using **C# .NET, MVC, MSSQL**, node, react, redux, and jQuery.
- **Reported directly to CPO:** Engineering lead for designing and developing the fintech transaction dashboard that provides a rich visual summary of daily user purchase patterns powered by [Google Chart](#). Used by the board of directors in the decision-making process.
- Engineering owner of the E2E experience of the commerce platform's cancel, return, and exchange systems (PC/Mobile).
- Integrated multiple third-party systems with the escrow platform, including Alipay, increasing global revenue by 23% in the first quarter.

Software Engineer, Intern

[NCSOFT](#)

Seoul, South Korea

07/2014 - 08/2014

- **Fashion Street:** Mobile social game application development (Cocos2D/C++)

Software Engineer, Contract

[Cyberstep](#)

Tokyo, Japan

06/2013 - 12/2013

- **Combat Bots Cosmic Commander:** Mobile RTS game client and server development (ActionScript3 & Java)

Education

Bachelor of Science

[Carnegie Mellon University](#)

Pittsburgh, PA, USA

08/2007 - 12/2010

- Major in Electrical and Computer Engineering

Projects

- **COLORMAN:** Creator of a 2D mobile strategy puzzle game (Unity 2D, C#, Android, iOS). Link to [YouTube](#) Gameplay (07/2020)
- **SPIKE:** Designed and developed an award-winning action puzzle game [SPIKE](#) at a Game Development Competition in Japan (03/2013)

Mentorship

- **Springboard:** Coding Bootcamp Mentor responsible for mentoring and giving career advice to SWE students (01/2021 - 04/2022)
- **Computer Science Tutor:** Programming | Data Structure and Algorithms | career advice | coding interview prep | professional portfolio

Others

- **Bronze Award:** Won 4th prize for the development of action game [SPIKE](#) at HAL Game Development Competition in Tokyo (03/2013)
- **Certificate of Japanese Language Proficiency N1:** The highest-level certificate of Japanese proficiency ([24.1%](#) Pass Rate) (02/2014)