Piyush Pandey

Full Stack Developer

Developer with a passion for developing innovative and high-quality applications. A team player, skilled in a variety of programming languages, frameworks, and technologies, with a focus on delivering results that exceed expectations. Committed to continuous learning and staying up-to-date with the latest trends.



WORK EXPERIENCE

Software Engineer

Amdocs Development Centre, India LLP 🗷

09/2022 - Present

Pune, India

Achievements/Tasks

- Responsible for Comcast project as part of the Digital Delivery team.
- Developed various web services and supporting APIs for API Automation for Comcast projects, reducing resource costs by 35%.
- Created the API automated task which saved significant time in performing various operations.
- Integrated Grafana support with Python for various insights and statistics for USCC.

Full Stack Developer Intern

Talking Mart 🗷

02/2022 - 05/2022 Remote

Talking Mart builds Coversational AI based Chatbots.

Achievements/Tasks

- Responsible for the development, testing, and deployment of internal HR admin and Customer admin tools for Divvy client.
- Responsible for converting existing ColdFusion codebase to Vue.js for performance enhancement.
- Worked with React.js framework for developing reusable UI components of different conversational AI-based chatbots, and building scalable architecture.
- Improved frontend performance with an average of 66% decrease in load time by optimizing images, enabling browser caching, and minifying resources, increasing the user experience and engagement.

Software Engineering Intern Zensar Technologies

06/2021 - 08/2021

Remote

Achievements/Tasks

- Used different frameworks and tools for performing various tasks given during internships.
- Looked for ways to increase team efficiency through tooling or workflow enhancements.
- Worked with MySQL for database management.

EDUCATION

B.Tech in Computer EngineeringBharati Vidyapeeth College of Engineering Pune

07/2018 - 07/2022

CGPA - 8.28

SKILLS



KEY PROJECTS

Pathfinder

- Developed a visualization tool for different pathfinding algorithms.
- Implemented A*, BFS, DFS, Greedy BFS, Dijkstra algorithms for pathfinding.
- Implemented maze generation using Recursive Division (Horizontal & Vertical Skew), random maze etc.

Sorting Visualiser 🗹

- Developed a progressive web application using React. JS to visualize classic sorting algorithms.
- Implemented various sorting algorithms like Merge Sort, Quick Sort, Selection Sort, Bubble Sort, etc.
- Implemented features like play/pause, fast-forward, shuffle data etc.

Ghost. (Social Media App) 🛂

- Developed a Front-End & Back End social media application from scratch using NodeJS, Express, HTML, CSS & JavaScript.
- Built various components such as user feed, profile, chatting engine, secure user authentication etc.
- Built a fully scalable MVC project architecture using MongoDB for database management.

React-iPod 🛂

- Developed a modern iPod Emulator using React.JS.
- Built various UI components of the app such as Cover Flow, Music, Games, etc.
- Integrated with high-speed Firebase cloud storage for real-time updates.

ACHIEVEMENTS

AWS Machine Learning Scholarship (06/2021) 🗹

Won Udacity's AWS Machine Learning Scholarship

Published research paper - IEEE 🗹

Published a research paper in IEEE ASIANCON 2022 on Employee Churn Walkthrough using KNN

INTERESTS

Tech EVs

Reading

Travelling

Sports