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.

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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 Enginnering
Bharati Vidyapeeth College of Engineering - Pune

07/2018 - 07/2022   *CGPA - 8.28*

SKILLS

`C++` `React.js` `Node.js` `Redux` `Vue.js` `SQL` `MongoDB` `Python` `MERN` `HTML` `CSS` `JavaScript` `REST APIs` `OS` `DBMS` `Git` `Github` `Data Structures` `Algorithms` `UI/UX`

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`