Prakhar Srivastava

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Motivated and skilled Software Developer Engineer with experience in designing and developing high-quality web and mobile services. Ability to optimize software testing, build Rest APIs, migrate existing architectures to Microservices and real-time operating systems. Strong proficiency in databases and ML libraries. Excels in collaborating with cross-functional teams to achieve project goals.

Experience

Amazon LLC Seattle, USA

Software Developer Engineer

July 2022 - Dec 2023

- Work with team members to manage and automate Server Deployment, upgrades, code reviews, and version release management.
- Experience building large-scale high-speed server-side software and working in a fast-paced, CI/CD and Agile environment.
- Developed REST based microservice and user interface web applications using JavaScript, JSON, AngularJS, and XML.
- Identified and resolved a bottleneck in the AWS software testing process, which saved 15% time spent on software testing.
- Developed REST API endpoints to optimize the account verifications and integration tests using Cypress, Python and JAVA.
- Attention to quality and performance with a focus on building low-latency responsive apps using Java, ReactJS, Typescript
- Design, coding, debugging, reporting, data analysis, and web application using JAVA, Spring Boot, Python and DynamoDB
- Migrate existing Monolithic architecture to full-fledged Microservices using Spring Boot and Spring Cloud in multiple stages

Monteage Technologies Pvt Ltd.

Delhi, India

Software Engineer

Jan 2018 - Dec 2020

- Developed scripts to automate the update of data files on the company website, using Python, and helped to debug responsiveness and customized it for mobile devices by formatting pages using Selenium, BeautifulSoup, Pandas and Numpy
- Developed various JAVA applications within microservices architecture and effectively integrated them with RESTful APIs
- Build REST web service by building **Node.** is Server in the back-end to handle requests sent from front-end iQuery Ajax calls.
- Deployed the contouring method for cleaning and processing thermal images captured using FLIR camera in Javascript, Python
- Created dynamic web pages that are more user-interactive using JAVA, HTML5, CSS3, JavaScript, Spring, JSON, and Bootstrap for client-side validations.
- Designed scripts and ran queries to retrieve data and managed client databases to improve the usability of data using MySQL.
- Focused on providing clients with customized solutions for their real-time needs in the technology sector of Bar-codes, CCTV, LED, RFID and GPS sensors, Smart Education Systems, firmware development, controllers, and IoT device solutions.

Hind Rectifiers Ltd. Dehradun, India

Electrical Engineer

July 2017 - Jan 2018

- Quality Control(QC) engineer followed Six Sigma for secure and efficient computing-based technologies.
- Executed verification by developing programs and modeling systems in MATLAB, Python and JAVA to evaluate and improve the real-time stability, reliability, and integrity of the system.

Skills

Languages: Python, JAVA, C/C++, HTML, CSS, JavaScript, Typescript, Kotlin, SQL, GraphQL, PHP, MATLAB Framewroks: React. JS, Node. JS, Angular, jQuery, Spring Boot, Spring Cloud, .Net, Flask, Rest API, Kafka, Docker, Kubernetes Databases: Amazon DynamoDB, Amazon S3, Amazon RDS, Amazon Aurora, MongoDB, Cassandra ML Libraries: Pandas, NumPy, Matplotlib, Selenium, BeautifulSoup, Scikit-learn, OpenCV, PyTorch, Keras, TensorFlow Tools/Operating Systems: AWS, CI/CD, Agile, Jupyter, Google Colab, IntelliJ, VS Code, Git, Linux, Windows, MacOS Transferable: Research, Problem Solving, Time Management, Database management, Teamwork and Collaboration

Projects

Comp-GAN Recommender System – Python, TensorFlow

Jun 2021 - Aug 2021

• Advised by Professor Alex Doboli - Research Project: Generative model used for adversarial minimax game and trained two models, generative and discriminative model, and estimated the probability for the recommendation system.

Automate Board Game - Python, Matplotlib, JAVA

Feb 2021 - May 2021

• Developed a board game in **JAVA** and **DistAlgo** with distributed processes as players and the board as an object.

Pandemic Trajectory - Python, Openpyxl, Xlsxwriter, Json

Jun 2020 - Aug 2020

• Built a script that utilizes a JSON file from a government website to extract COVID-19 data and generate a report with graphs, diagrams, and trajectories to visualize the daily cases and physical recordings.

Internet Of Things Controller - Arduino IDE, C++, JAVA

Jan 2017 - May 2017

- Constructed a prototype for controlling a hybrid energy system using ESP8266 wifi-module and programmed in JAVA and C++
- Internet of Things enables the seamless switching of power supply between wind energy and solar energy for a house through a secure website in the absence of a grid supply. Google Scholar

Education

Stony Brook University

Stony Brook, NY Jan 2021 - May 2022

Master of Science, Computer Engineering - 3.54 GPA

DIT University

Bachelor of Technology, Electrical Engineering

Dehradun, India July 2013 - May 2017