Prasad Shinde

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WORK EXPERIENCE

Software Engineer Intern, Amazon Aug 2022 – Dec 2022
- Delved deep into the guest customer credential generator (Java backend service) of *Buy with Prime* and identified performance bottlenecks.
- Researched various AWS services such as Fargate, EC2, DynamoDB, and ElastiCache, and designed a latency reduction system that precomputes and caches credentials and distributes them on demand.
- Developed the system and benchmarked metrics, which concluded in a 30% drop in latency.

Software Engineering Intern, CBRE Jun 2022 – Aug 2022
- Integrated Firebase Remote Config in the Host Work iOS app for various environments, enabling Configuration Driven Development.
- Integrated Datadog to collect logs and traces and monitor real-time performance and user journeys.
- Developed GitHub actions to enforce code quality rules and pull request prerequisites using SonarQube and Danger Swift. This improved productivity and code quality.

Software Engineer II (iOS), Games24x7 Apr 2020 – June 2021
RummyCircle is an online platform for a multiplayer card game called Rummy.
- Responsibilities included developing and maintaining the product, refactoring code, developing the UI/UX, improving performance, conducting unit tests, fixing bugs, and providing hotfixes for the RummyCircle iOS app.
- Collaborated with the Product, UI/UX, Business Intelligence, and Backend teams in an agile scrum environment.
- Led and developed projects of immense business value like nudging users to withdraw winnings to improve engagement, festival special tournaments, and registration and purchase of offline tournaments tickets.
- Developed a new registration journey and optimized the webview overlay framework, which achieved a ~30% reduction in loading times for the RummyCircle Android app.

Software Engineer I (iOS), Games24x7 Jun 2018 – Mar 2020
- Worked on several enhancements to the game lobby for the RummyCircle iOS app, which received over 15,000 ratings with an average of 4.4 stars on the App Store.
- Integrated vital features such as deep links, push notifications, and App Store reviews, improving user acquisition and engagement.
- Set up the end-to-end CI/CD Jenkins pipeline for iOS and Android projects, streamlining the process of moving code additions and updates from version control to production.
- Led the team in designing and developing a multiplayer memory game in iOS (Swift) during a Hackathon at Games24x7 and won first prize.

PROJECTS

Elegant Popover (iOS Framework) *(github.com/prasad1120/ElegantPopover)* Jul 2020
- Devised an iOS framework in Swift that simplifies the process of creating customized popovers using Bezier paths and affine transformations. The framework has been released as open source on CocoaPods.

EDUCATION

University of Texas at Dallas, Master of Science - Computer Science May 2023
University of Mumbai, Bachelor of Engineering - Computer Engineering May 2018

TECHNICAL SKILLS

Tools and Technologies: iOS app development, AWS, Node.js, Express.js, Git, REST APIs, Jenkins
Languages and Databases: Swift, Java, JavaScript, Python, MySQL, Redis, DynamoDB