

## Summary

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- 15 years of experience in building highly scalable, secure and reliable distributed systems.
- Experienced with Requirement Analysis, Technology Evaluation, Product design and Prototyping.
- Having good hands-on experience with cloud technologies (AWS and GCP).
- Efficient problem solver with a good grasp in Data structures and algorithms.

## Skill Highlights

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- Java, Go, Python and JS
- AWS(EC2, CF,S3,VPC,RDS,IAM,Lambda,EKS,KMS)
- Event driven Architecture, MVC, SOA, Design patterns, Microservices
- NOSQL (Dynamo, Mongo,Redis)
- RabbitMQ,Kafka
- DevOps(CI/CD, Deployment, Monitoring)
- GCP
- Binary serialization (Thrift/protobuf/flatbuffers)

## Experience

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- Cooperate with game designers to create clean interfaces and simple, intuitive interactions and experiences.
- Complete detailed programming and development tasks challenging back-end server code as well as internal websites.
- Carry out quality assurance tests to discover errors and optimize usability.
- Documenting and maintaining software functionality.
- Load test the APIs to verify the latency and throughput in requests per second.

## Achievements

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- Saved over **360000 \$** per year by optimizing the AWS cloud services usage. This helped to continue the game with better margins.
- Built and refactored the back end of monolith services and which helped to add new features like Quick play and tournaments to get 5% more DAU for the game.
- Created an environment with multiple Docker containers to run multiple applications side by side on the same Amazon EC2 instance.

## Education

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**Master of Computer Applications – 2003-06**

## Experience

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GluMobile, Hyderabad — Lead Product Engineer	June 2016 – PRESENT
Konylabs, Hyderabad — Senior software Engineer	March 2012 - June 2016
Sling Media, Bangalore — Software Engineer	Jan 2009 - Feb 2012
Yos Technologies, Bangalore — Full stack Developer	June 2007 - Jan 2009