

Rishabh Verma

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SUMMARY

- Problem solver with experience in developing low latency, highly scalable, fault-tolerant, distributed backend services and evolving the architecture for performance and scalability. Experience of Object-Oriented Programming, Object-Oriented Design, Messaging, Event Streaming, Data Structures and Algorithms, Prevalent Design Patterns, Caching, NoSQL, RDBMS.

TECHNICAL SKILLS

- **Tech Stack:** Java 8, Dropwizard, SpringBoot, MongoDB, SQL, Aerospike, RESTful API's, Kafka, Microservices, Data Structures, Algorithms, Agile Development, Elasticsearch, Logstash, Kibana
- **Tools:** GIT, Kubernetes, Docker, Maven, Gradle

EXPERIENCE

- **Yatra Online Pvt Ltd (Yatra.com)** Bangalore, India
Software Development Engineer Jan 2020 - Ongoing
Focused on developing low latency and highly scalable distributed backend services for Yatra Hotels.
 - **Central Logging Pipeline:** Designed a central logger service for all external microservices metric logging. This service is made agnostic and easy to integrate with all other microservices.
 - **B2C Service:** Developed a light weight B2C service for all the clients who are mapped with B2C. It has business logic for booking flow of B2C clients and handling clients on Yatra's website.
 - **Dedupe Pipeline:** Working on improving the existing Dedup content pipeline for Auto Suggest Microservice.
- **Delhi Integrated Multi Modal Transit System (DIMTS)** New Delhi, India
Software Development Engineer Jan 2019 - Jan 2020
 - **Designed DMRC and DIMTS Reconciliation System:** This System reduced reconciliation time by 70% and also eliminated manual effort.
 - **Developed Automated Recovery Service:** Developed tool for automated recovery of trips and shifts corrupted due to operational issues of ETM machine.
 - **ETM Challan:** Redesigned ETM Challan module so that ETM machines can be moved more than once a day.
Impact: Reduced ETM Movement cost by 30%
- **Aperta Limited** Coimbatore, India
Software Engineer Aug 2016 - Jan 2019
 - **Developed Interface Utility Bank's in-house utility which interacts with Core banking system (CBS) and Cheque truncation system (CTS):** It Reduced the time by 75% to process 70,000 to 1,00,000 instruments from 16 seconds to less than 4 seconds by redesigning the algorithm.
 - **Developed Clearing House Master Utility which reduced overall processing time by 30%:** This was achieved by removing bottlenecks, redesigning algorithm and using data structures to aggregate data, process them, create banking software's business rules and update all Nodal branch systems remotely over network.
- **Defence Research and Development Organisation (D.R.D.O)** New Dlehi, India
Software Engineering Intern June 2015 - July 2015
 - **Designed a virtual reality environment to perform experiment for learning cognitive enhancement by navigation training:** Results indicated that soldiers trained with survey perspective view performed at least 30% more accurate than those with route perspective.
 - **Technology:** C#, Unity Game Engine, Oculus DK2

PROJECTS

- **Gesture IT (2016):** A gesture-based hardware control system. With this system we aim to allow the user to control a hardware device using natural gestures wirelessly.
- **Slang Translator (Open Source):** Python script that takes input from user and finds any abbreviation available in it as described in text file, If found it will replace it with its corresponding phrase.

EDUCATION

- **Bachelor Of Technology (B.Tech)** Greater Noida, India
Computer Science and Engineering from Sharda University 2012 - 2016