Rishi Khaneja

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Software design and generic programming aficionado, looking to apply natural creativity

Experience

Continental Automotives, Singapore

Principal Software Engineer, Technical Expert	Jan 2016 - Present
Senior Software Engineer	Jan 2014 - Dec 2015
Software Engineer	Jul 2010 - Dec 2013

- Leading the design, as Technical Expert in Asia, of a multi-threaded, highly-optimized, safety critical, HMI (GUI) framework for instrument clusters of upcoming high-end automotives, company's market and technology leading product, written primarily in C++, with a mix of C# and Python tool chain
- Working with real-time embedded OS (OSEK and Integrity), ACE, and in-house graphics library
- Extensive development and debugging experience with a number of key modules, including window management, rendering optimization & inter-thread communication
- Single handedly developed and promoted domain-specific generic data structures and algorithms library, resulting in wide-spread code re-use and readability improvements
- Revamped unit testing tools & conventions, making it more "fun" and resulting in reduced testing times
- Responsible for new-hire and user trainings
- Highly diverse team, and frequent business trips to R&D HQ and customer sites in Germany

Software Engineering Lab, NTU

Lead Developer	Jan 2008 - Apr 2008

- Led a team of 10 through complete SDLC of the Display component of a Bus-Service simulation software, rendering a real-time interactive 3D view of a city, written in Java
- Distributed computer architecture of various components with Java RMI

Education

Nanyang Technological University, Singapore	Jan 2007 - Apr 2010

- B.Eng. in Computer Engineering, with minor in Business studies.
- Key modules: Operating Systems, Graphics, Networks, Databases, Artificial Intelligence, Neural Networks

Delhi Public School, Delhi, India	May 2006

- A level (Science), 90.4% aggregate

Skills

- Excellent C++ skills (98 and modern), extensive experience with Templates, STL, Boost
- Both OO and Functional styles, with an eye for Design patterns
- Basics of Python, C#, JavaScript & HTML
- Code optimization and refactoring
- Module-level (Gtest, Gmock) and System-level (Robot) testing, TDD
- Favorite tools: Visual Studios, Xcode, Git, Cmake, Markdown, Jenkins
- Agile methodologies, especially Scrum

Interests

Physics, Technology, Photography, Science-Fiction