SACHIN AHUJA

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Technical Skills

React; Node.js; Angular.js; jQuery; Handlebars.js; Meteor; Ionic Framework; Underscore.js; JavaScript:

Webpack; Gulp; SASS/SCSS; Bootstrap; Foundation; HTML5/CSS3:

MySQL; MongoDB; PostgreSQL; SQLite3; ActiveRecord, SequelPro, RoboMongo; Database:

Amazon Web Services: EC2; RDS; S3; Docker;

Google Analytics; Mixpanel; Segment; Facebook Pixel; Analytics:

Customer Engagement: Intercom.io; Appcues; Branch.io;

Project/Product Managment: Git/GitHub; JIRA; Rally; Confluence; Trello; Slack;

async; moment; cluster; express; socket.io; zerorpc; zmq; cron; mysql; mongodb; request; rxjs

Ruby: Rails; Sinatra; RSpec;

Golang:

Work Experience

VISA

Senior UI Engineer Enhance the user interface (UI) of CyberSource's EBC app. 2016 - Present

- * Develop re-usable React components from prototypes scoped by working closely with the design, engineering, and product teams.
 - AdvancedSearch, AdvancedDropdown, DateTimePicker, Status and StatusManager
- * Create EBC specific plugins using React and open source modules.
- * Discuss EBC plugins' API communication specs with back-end teams to optimize response times

DRAFTCRUNCH Lead Software Developer -- Engineering team of 2

Austin, TX 2015 - 2016

Starting from ground level to build a DFS analytics platform. Working closely with the CTO to:

- * Architect an ultra low latency real-time optimizer.
- * Review PSD designs and written product flows for upcoming features.
- * Perform engineering due diligence on current code base and new technologies to come up with launch estimates.
- * Break down major engineering tasks into sub-tasks and assign to individual team members/contractors in sprints.
- * Write a lot of efficient code in the back-end, front-end, and database design.
- * Stand by on all product launches and help with devOps.
- * Fix any production errors/bugs urgently, unit testing, test driven development, and QA.

Selected Accomplishments:

- Engineered optimizer micro service, with cached architecture, master-slave cluster, and sticky sessions for web-sockets, to create the fastest responsive lineup builder in the industry.
- · Designed and developed 5 total micro services (Node.js) deployed on AWS.
- Designed and developed Lineup-Builder front-end (Angular.js) which is a complex analytical tool with many moving parts.
- Implemented analytics using Segment, integrated with many 3rd party analytics technologies, to track users and actions throughout the DraftCrunch platform.
- Built an image rendering process for social sharing of lineups to create virality.

TOGGA

Austin, TX 2014 - 2015

Web Developer -- Engineering team of 3

Enhanced and expanded the season-long draft-based platform's s/w architecture and built a mobile app from scratch for the Women's World Cup (WWC) which gathered over 100K users.

- * Developed new features by coding in all parts of the stack including front-end, back-end and database design.
- * Lead in the design and development of the WWC back-end (Node.js micro services deployed on Docker).
- * Fixed/supported production bugs that were reported by customers.

Selected Accomplishments:

- Released many updated app pages with new designs, APIs, and stored data.
- Initiated and oversaw the migration of the main platform's front-end from JavaScript/iQuery to Angular.is.
- Engineered DraftManager, a micro service (Node.js) to handle the automatic aspects of the players draft, with real-time support from Firebase.
- Updated players draft front-end from JS/jQuery/PubNub to a Angular.js/DraftManager/Firebase architecture.
- · Designed and developed an email campaign manager (Node.js) to send update emails to users notifying them of their teams' performance, increasing retention.
- Implemented Google Analytics and MixPanel throughout the Togga platform.

Education

MAKERSQUARE

Programming Bootcamp And Coding School

Austin, TX 2014

GEORGIA INSTITUTE OF TECHNOLOGY

Atlanta, GA Bachelor of Science in Chemical Engineering 2009 - 2013