

## Sanjaya Sahu

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## OBJECTIVE

To work in a managerial or leadership role, leveraging my existing knowledge/strengths to tap higher potential and challenges that provides ample opportunities for learning and growth.

## SUMMARY OF QUALIFICATIONS

- 14 years of software engineering experience in Electronic Payments and EDA (Electronic Design Automation) domain, with strong analytical skills and a broad range of software expertise.
- Strong development experience in Java, C++, STL, UNIX systems with good understanding of design patterns, Databases and IC physical design concepts.
- **2+ years of PD (product development) manager experience at leading product development companies, designing/architecting new products, managing the team delivery and people management.**
- Played other key roles of technical architect and domain lead/owner for one of the key core domains in a product company.
- B.Tech degree in Computer Science and Engineering from REC Warangal (now known as NIT Warangal) in the year 2002 with aggregate percentage of 77.7.
- A good problem-solver, able to quickly grasp complex systems and identify opportunities for improvements and resolution of critical issues.
- An effective leader, skilled in enlisting the support of all team members in aligning with project and organisational goals.
- Demonstrated expertise in delivering complex projects under a tight schedule, using effective planning and tracking methods.
- Passionate about the work involved in and always willing to go extra miles to make sure its completion with highest quality.

## PROFESSIONAL EXPERIENCE SUMMARY

### **Ooyala India Pvt. Ltd., Chennai**

*Sr Manager, Engineering*

*Nov 2016 – till date*

**PayPal India Pvt. Ltd., Chennai**

*MTS1 Software Engineer (Development Manager)*

*April 2013 – Oct 2016*

**PayPal India Pvt. Ltd. through CSC India Pvt. Ltd, Chennai**

*Associate Manager Projects (Technical Lead)*

*Oct 2010 – till March 2013*

**Cadence Design Systems India Pvt. Ltd, Noida**

*Senior Member of Technical Staff (Lead Engineer)*

*July 2006 – Sept 2010*

**Mentor Graphics India Pvt. Ltd, Hyderabad**

*Member of Technical Staff*

*Sep 2002 – June 2006*

## **LEADERSHIP AND MANAGERIAL EXPERIENCE**

**Technical Leadership**

Played lead architect role for core money movement platform in the refund/reversal subdomain, designing solution for many complex features. Established solid scalable systems keeping in mind the long-term architecture, with consensus and accolades from product managers and architects from other domains. Redesigned one of the core complex legacy subsystem to improve time to market by ~30% and reducing code complexity by half.

**Program Management**

Managed couple of high priority projects in tight schedule, managing stakeholders across multiple domains, scheduling, resourcing, risk and mitigation planning, program reporting to senior management and ensuring timely feature delivery.

**People Management**

Managed a team of 10 engineers providing them constant feedback, motivating them, taking care of their developmental needs, managing conflicts between them, performing appraisal.

## **EDUCATION AND TECHNICAL SKILLS**

B.Tech, Computer Science and Engineering, NIT Warangal, A.P.

Completed in 2002 with 77.8% (Rank 10<sup>th</sup> in a class of 67)

**Technical Skills:**

Programming Languages: Java, C++, Spring, J2EE, Python, Node.js (basic), Ruby (basic), Shell Script

Design/Process: OOAD, Design Patterns, SOLID principles, Agile Methodology, Scrum Framework, UML Modeling,

Special softwares/concepts: Web service development, REST, SOAP, Databases, Multithreading, STL, No SQL DBs, Basics of Cassandra and Couchbase

Project management tools: Microsoft Project, jira kanban board

## DETAILED PROFESSIONAL EXPERIENCE

### **Ooyala India Pvt Ltd Chennai**

*Senior Manager, Engineering*

*Nov 2016 - till date*

- Joined as senior manager for GES (Global Engineering Services) team.
- Primary responsibility is to design and deliver solutions for Ooyala customers on their specific requirements apart from what's there in the core set of Ooyala products.
- I am responsible for both design of the solutions plus to make sure that delivery happens on time, as per schedule and with top quality. Around 10 engineers will report to me.
- Built the team from scratch hiring 6 solid engineers and got them trained . Big part of my responsibility was to hire the best engineers and to make sure they are ramped up fast to be able to contribute on projects.
- Directly contributed to a project for one customer (Mediaset) in one of the integration requirements to store campaign management information at our server by picking up a file dropped to Amazon S3 by the customer. Built a REST service for this that is hosted on an EC2 instance.
- Developing another application using micro service architecture to help migrate videos from other OVP vendors to Ooyala. We are trying to build the application with best monitoring capabilities which can easily be scaled and also easy to deploy. Its a joint effort between Chennai and Stockholm teams.
- Delivered projects for couple of customers on their customised analytic reports by developing an application (written in python) that uses Spark and Hive to process data and generates the report file to be consumed by customer's front-end application.

- Developed an application built using Node.js and javascript to automate validation of customer integrations when they use Ooyala's AdTech products.

## **PayPal India Pvt Ltd, Chennai**

*MTS1 Software Engineer (Development Manager)*

*Feb 2015 – Oct 2016*

- Worked as a PD (product development) manager for past 18 months in the Transaction Engine (TE) domain within core payments.
- In this domain, we were owner of multiple mid-tier web services, some on C++ ; some on Java/J2EE using spring, hibernate ; As part of the business or platform requirements, we keep adding new functionalities to these services and occasionally add new component/package as well.
- As a PD manager, I collaborated with product managers, architects from various domains, engineers to design solutions for various new projects/features and get them implemented with a team using agile scrum methodology.
- I was responsible for on-time delivery of the project/feature from my domain, making use of 10 engineers in the team; making sure the product/feature quality is of highest standard.
- Worked on 3 critical projects in a span of 12 months, all on tight schedules, delivering them with good quality, earning recognition from senior management.
- Designed and delivered a scalable solution for marketplace integration when couple of new integration requests came from Etsy and Intuit. Both of the marketplace requirements were around a number of non-loginable child accounts receiving payments but a parent account controlling them and money getting withdrawn through it. Traditional MAM (merchant account management) solution had a bottleneck of not scaling beyond 10000 child accounts whereas the new integrations required child accounts in millions. New solution was designed to not perform real-time update of balance but using a payable concept that made accounting and settlement an easy job.
- This feature was scoped to be of 6 sprints of work, but we were given 4 sprints to deliver it and I could plan and execute it effectively to complete within the given time. It was one of the projects that started taking 100% traffic much sooner than other features and quality on live has been fantastic.
- Identified and implemented a series of compliance gaps in various flows that caused serious threat to PayPal from OFAC point of view. It needed us to fix all those before April 2016 so as for PayPal to not incur heavy penalties. With commitments from the entire team and couple of loaned resources, we completed this in about 2.5 sprints just in time to make sure PayPal is compliant with all regulatory requirements.
- Delivered a feature implementation around Recoupment to help eBay reduce their losses that were happening from their dispute management

flows. This is expected to provide them a saving of 12M annually. New implementation makes sure all kind of merchant balances are taken in consideration while processing a recoupment, to make sure eBay reliably is able to recover money equivalent to the amount they would have paid already to buyers.

## **PayPal India Pvt Ltd, Chennai**

*MTS1 Software Engineer at PayPal, Associate Manager-Projects at CSC (Technical Lead position)*

*Oct 2010 – till Jan 2015*

- Worked in the payroll of CSC India and then got converted to a FTE (Full Time Employee) after getting recognition for many projects and clearing a tough bar raiser interview process.
- Worked as a Domain Tech Lead (DTL) in the Payment Fulfillment Infrastructure (PFI) team that is responsible for core money movement operations in PayPal system. As a DTL, I provided technical guidance and direction to about 12 engineers in the “Refund and Reversal” and “Delayed Payments” sub-domains, identifying and implementing quality improvement initiatives. As a DTL, I was to get involved for any feature requests or other significant changes around these sub-domains, designing and documenting solutions, hashing out dependencies among other teams etc.
- In this domain, we were owner of multiple mid-tier services, some on C++ ; some on Java/J2EE using spring, hibernate ; As part of the business or platform requirements, we keep adding new functionalities to these services and occasionally add new component/package as well.
- As a DTL, I evaluated requirements of all projects; worked with product, architects and cross-vertical teams to provide solution for my sub-domain (documenting them in a High Level Design (HLD) document). While engineers implemented the solution, I review their class design, code every week and provide other technical guidance to the team, helping them understand the solution and implement it effectively.
- As a DTL, I identified/proposed quality improvement tasks in my sub-domain and worked with a team to deliver them. Some of the improvements I had done include (1) refactoring the code to make it easily understandable, flexible for extension and unit-testable (2) Adding proper logging information to help with debugging of live issues (3) increasing code coverage through gmock Unit Tests. (4) Gathering metric data for the sub-domain and analysis of it to proactively solve existing issues. These have given great returns in terms of reducing live issues and easy maintenance of the code.
- Worked in following features, designing and delivering solutions end to end.
  - “Cancel Refund” - Needed for a merchant with revenue projections of 2M.

- o Refund VOM initiatives - Addressed few long lasting merchant pain points
  - o Touchstone-PLCC and Touchstone-PAP - Key projects for PayPal's go-offline strategy
  - o Global Shipping Platform (GSP) - Key initiative from eBay for cross-border transactions
  - o Touchstone Latency improvements - Reduce time taken to process payments in offline world
  - o Pay After Delivery - Initiative for peace of mind to buyers and make them use bank as preferred funding method.
- Received "shining star" award two times and spot award many times during my tenure.

## **Cadence Design Systems India Pvt Ltd, Noida**

*Senior Member of Technical Staff (Lead Engineer)*

*July 2006 – Sept 2010*

- I have worked as developer for the OA (OpenAccess) based flows in the Encounter digital implementation platform. OpenAccess provides an infrastructure to promote the interoperability of EDA applications and design data.
- Implemented missing functionalities in the OA based flows to enable the smooth working of DMS (Digital-centric Mixed Signal) flow, the latest offering from Cadence for mixed signal chip designing.
  - o Worked on a new feature named "On-the-fly abstract generation" which was to enable mixed signal designers import designs in Encounter without having the need for them to create/update abstracts at each and every step.
  - o Did several improvements in the existing code for users to be able to perform STA (Static Timing Analysis) on their mixed signal designs.
  - o Led a team of two engineers helping them understand the flow and reviewing their code.
- Designed and implemented the current offering of Mixed Signal Design solution based on OpenAccess database (Flow internally known as "Beaujolais").
  - o Designed the solution in collaboration with cross-vertical teams, architects and PMs.
  - o Developed the functional spec from the SOC Encounter (a market leader for physical design in digital IC world) side.
  - o Implemented the solution with good quality, which enabled the team to receive a Cadence company level (PTO) award for the new solution.
- Improved performance of OpenAccess based save/restore.

- Analyzed the performance bottlenecks in the OpenAccess based save/restore (called saveOa and restoreOa) as compared to native save/restore in SOC Encounter platform, identified potential areas for improvement and implemented them to improve the performance by 50%.
  - This required rigorous analysis of profiling data and digging into various APIs belonging to other groups, suggesting or implementing new algorithms in those APIs for better performance.
- Implemented a lot of missing functionality in the OpenAccess based save/restore methods to make them of production quality that can be offered to customers for use.
- Have worked primarily in C++, C and Tcl on UNIX platforms.
- Improved the software quality process by devising new coding standards, new solutions for the regression cycles, efficient code reviews, knowledge sharing etc. Also improved code quality and stability significantly by fixing memory related problems (identified using valgrind) and by increasing the code coverage after analysis of code using gcov.
- Received many spot awards and one CTO level award during my tenure.

## **Mentor Graphics India Pvt. Ltd, Hyderabad**

*Member of Technical Staff*

*Sep 2002 – June 2006*

- Designed and implemented the BoardStation XE set of products, a new integration of two different proven technologies for PCB designing.
  - Quickly prototyped and demonstrated a small piece of module to prove that an integration of BoardStation and Expedition set of products is possible that will help users design their boards with better productivity.
  - Solved few performance bottlenecks in the module to make sure that the integration works with better performance than the existing solution.
  - Developed functional specifications and design documents for the integration.
  - Worked in C++ with STL, MFC on Windows platform.
- Implemented the new architecture of BoardStation-RE interface to make it faster.
  - Replaced the file based data transfer between two products (BoardStation and RE) with a shared memory based data transfer for improved performance. This required adding a complete set of capability in RE for reading data from an in-memory database.
  - Fixed a number of existing bugs to make sure that the data transfer happens reliably without any loss of data.
  - Worked in C++ with STL, C, and MFC on Windows and UNIX platforms.

- Designed and implemented a whole set of new functionalities in the DxDesigner set of products.
  - DxDesigner is a front-end schematic entry tool in the PCB flow that was inherited by Mentor from the acquisition of innoveda at that time.
  - Was part of a team that implemented a lot of new functionalities to integrate it with other existing back-end design tools from Mentor Graphics.
  - Implemented new GUI features in the application for intuitive user interaction and easy integration with other applications used in the flow.
  - Developed and owned a new database saving mechanism for seamless integration of DxDesigner with other set of products. This was required to make DxDesigner part of a new Enterprise flow.
  - Ported the product and all its related modules to Linux using Mainwin and solved lot of issues arising due to the difference in architecture.
  - Worked in C++ with STL, C, MFC, COM, ATL on Windows and UNIX platforms.