BTM 1st Stage, Taverekere
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Software Engineer II **Playment** **May 2019 - Present**

Jarvis - Internal Tool (https://jarvis.playment.io)

- It's used to configure tasks in an Annotation tool for Data Labelling like Classes, Attributes, toolbar etc.
- Created features like media Uploads/Downloads, Project metrics Dashboards, Project Analytics Dashboards.
- Setting up QC metrics tool into JARVIS for LiDAR segmentation.
- Setting up RBAC(Role based access control) into the application.

Player App - Annotation Tool (https://app.playment.io)

- This tool is used for data labelling like creating bounding boxes(2D and 3D) for 2D images/videos and Lidar (3D) tasks.
- Created features like Recall checker, enabling labelling in APC (Aggregated point cloud) mode, , AI assistance for Raster segmentation, One click cuboid Creation for Lidar labelling, enabling multiselection of attributes in task and Ruler tool for QC.
- Bug fixes or Enhancements in tool and code refactorings.
- Implementing Lidar Segmentation feature from scratch, Implementing grid support in Lidar Segmentation for point cloud coloring optimizations and performance.
- Setting up Sonarcloud into the project regarding code coverage and writing unit test cases in jest and mocha for the tool.
- Setting up functional test cases into the codebase from scratch using mocha and headless chrome browser and setting code coverage analysis in sonarcloud.
- Instrumenting source code to get code coverage report for automation test cases.

Website - Playment Site (http://playment.io)

- Done bug fixes and enhancements into sites.

Software Engineer I **Fusioncharts** **March 2018 - April 2019**

Charts.com - Website

- It's a site showcasing muze (Data Visualization Library) using technologies like ReactJS, Redux-thunk, server-side rendering, Express JS, Node JS, Handlebars, Webpack, DynamoDB and AWS.
- Created a chart gallery and Code Editor to edit and run muze code on the website.
- It's an Open Source library for Data Visualization Which enables you to create composable, complex & interactive data visualizations in Javascript by implementing grammar of graphics.
- Done some major bug fixes like layout fix, chart title alignment fix, chart legends fix and some minor fixes like font correction, null pointer exceptions in title etc.
- Created Autotest runner called Moriarty for bulk image comparison to compare bulk images for new releases to compare the chart differences using Puppeteer, OpenCV libraries.

MEAN Stack Developer **Recrosoft Technologies** **September 2017 - February 2018**

Beacon App - website (https://greylabs.in)

- Worked on a bus tracking application called Beacon app to track their children's bus by their parents.
- Created backend APIs and frontend UI using AngularJS, Express, NodeJS and MongoDB.

Languages and Technologies

Programming Languages - C++, Javascript, Python 3.x(Basic), GoLang

DataBase - MYSQL, MongoDB, DynamoDB and Redis

cloud - AWS, Heroku

Web FrameWorks - Bootstrap 4, Material UI, Antd and semantic UI

Frontend Technologies - ReactJS, Redux, redux-thunk, D3.js, vue.js, Three.js, Javascript, Jquery, Lodash, SSR, WebRTC, Socket.io, Typescript, node.js, express.js, Object-Oriented programming.

Tools - Webpack and babel

Testing Tools - Mocha, chai, jasmine, phantom and Jest

IDE - VSCode, Sublime, Notepad++, Codepen, JSFiddle, Github, Bitbucket and Terminal

EDUCATION

Dhanbad, India **Birsa Institute of Technology** **July 2013 - June 2017**

- B.Tech in Information Technology. CGPA: 7.82/10
- Undergraduate Coursework: Data Structures, Design and Analysis of Algorithms, Computer Architecture, DBMS, Operating Systems, Software Engineering.

ACHIEVEMENTS

- Successfully completed HacktoberFest 2019 and 2020.
- Got 80th Rank globally in TCS Codevita 2016 (Season V) Organised by TCS.
- Completed Capgemini Tech challenge 3.0 with 90% score.
- Branch Topper in 3rd, 6th and 8th Semester.
- Coordinator and Problem setter for the coding fest in my college.
- Qualified AIEEE - 2013 with AIR 35000 and JCECE Examination with AIR 1030

PROJECTS

Charts.com - Site Showcasing Muze Library

- It's a website to showcase various Charts created using Muze library.
- Created charts Gallery and code Editor to create various charts or modify the config of predefined charts in the site.
- Created this site using ReactJS, Webpack, NodeJS, Express, Handlebars, Server-side rendering, DynamoDB, CloudFront and EC2.

Link: https://charts.com/

Muze.js - Composable data visualisation library with a data-first approach

- Muze is a data visualization library which uses a layered Grammar of Graphics (GoG) to create composable and interactive data visualization for the web.
- It uses a data-first approach to define the constructs and layers of the chart, automatically generates cross-chart interactivity, and allows you to override any behaviour or interaction on the chart.

Link: https://github.com/sanjaymahto/muze

File system - File system explorer for web browsers to view your files and folders

- File System explorer-like operating system with searching, creation and deletion feature.
- you can create a new file or folder into the directory, view files and folders in that directory, sort them according to size and can rename them.

Client Side Link: https://github.com/sanjaymahto/file-system-in-web

Server Side Link: https://github.com/sanjaymahto/fileSystemWebServer

Hierarchical data representation - Directed acyclic graph (DAG) manipulation using D3.js

- DAG Representation on canvas using D3.js library, where you can manipulate each node, add new nodes, delete node and update node.
- you can add events to each node as well like click, hover, focus etc.
- you can restrict the opening and closing of nodes to a particular level as well.

Link: https://github.com/sanjaymahto/hierarchical-data-representation

View more projects on Github: https://github.com/sanjaymahto

HOBBIES

- Playing outdoor sports like football, cricket and badminton.
- Doing OSS (Open source) contributions.
- Playing flute and ukulele, Vlogging and Backpacking