# Shivam Arora

## Software Engineer

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Software engineer having 5 years of experience in building large scale distributed web applications from scratch with expertise in cloud native technologies e.g. Kubernetes, Dockers, observability ELK and OLAP, OLTP database. Highly competent in software architecture designing which could serve millions of concurrent requests and network protocols e.g. REST, Grpc, GraphQL. Looking to contribute to an organization which is working on disruptive products.

## RELEVANT WORK EXPERIENCE

### Advergames Technologies, Gurgaon (Remote)                06/2021 - Present

- Conceptualized performance sensitive ads serving service which improved the user engagement and revenue up to 20%. Leveraged dynamic, immutable, JVM based language Clojure for its development and Kubernetes for ensuring its 100% uptime.
- Increased lead conversion by 38% by automation and end to end api integration with Salesforce cloud. Developed ETL (extract, transform, load) model with internal and external data sources, providing consolidated sales related insights and activities under a single portal. Resulted in decreased new lead onboarding time from 1 day to 30 minutes.
- Adopted GitActions to streamline workflows and code deployments. Simplified GitAction CI/CD pipelines for different tech stacks and provided provisions like canary, multi branch deployment, parallel testing that improved developer's productivity and code deployment time by 40%.
- Developed Revenue aggregation service that concurrently extracts CPC, impression, clicks, CTR related data from different ad management platforms i.e. Taboola, Google Adsense. Aggregated, filtered data by publisher id, date and stored in OLAP database Clickhouse for further analysis.
- Coupons service: Presented highly customized coupons according to segment of user which increased the user retention by 35% and used ACID properties of SQL to ensure coupon claim transactions happens consistently. Developed RabbitMQ based distributed in memory cache system to obtain response time of 5ms of GET requests.

### Rein Games Pvt. Lmt. , Noida (Onsite)                06/2019 - 05/2021

- Conceived and meticulously crafted real-time, social and competitive games using the cutting-edge power of Nakama, an open source game server platform. From ideation to execution, my innovative approach and proficiency in Nakama and Golang allowed me to build captivating and thrill games from scratch within months.
- Engineered high performance tournament service using Golang's concurrency prowess. Crafted versatile tournament platform accommodating various formats like free roll, knockout with the architecture that handles thousands of players playing hundreds of tournaments.
- Architected and developed a cutting edge dynamic rewards distribution engine that engages 1 million DAU with features like scratch and win, multi format leaderboards, refer and coupons rewards.

### Inficold Pvt. Lmt. , Noida (Onsite)                06/2018 - 05/2019

- Architected and developed a cutting edge dynamic rewards distribution engine that engages 1 million DAU with features like scratch and win, multi format leaderboards, refer and coupons rewards.
- Conceptualized, designed and implemented fully distributed architecture for next gen IoT devices.
- Lead the migration process of software services from on premises servers to AWS cloud (RDS, EC2, Cloudfront etc.).
- Worked under supervision of CXOs in development of REST APIs for IoT devices and frontend application.

**Punjab Technical University, Jalandhar, Punjab**                                    05/2018
Bachelor of Technology - Computer Science

## SKILLS

**Hard Skills** Debugging, DevOps, System Design, Cloud Deployment, Testing, Profiling, Benchmarking
**Techniques** Functional Programming, OOPS, Imperative Programming, Clean Code, Database Design
**Tools and Software** Golang, NodeJs, Clojure, Elixir, AWS, GitActions, Kubernetes, Dockers, RabbitMQ