Shiv Bansal
Software Developer

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Hands-on experience in specializing object oriented approaches in full life cycle of software development process. Able to analyse code and engineer well-researched, cost effective and responsive solutions for scalable multi-layered web applications.

Experience 💼

DeliveryHero, Berlin (2020 ...)
SDE - Backend Development for DeliveryHero Swimlanes Squad

Worked in the implementation of backend services, APIs and integrations that provide information of restaurants which is used by various in-house brands like FoodPanda, Foodora, Talabat etc.

Technology Used: Java, Spring Boot, Rest-based APIs

MakeMyTrip (2018 - 2019)
SDE II - Backend Development for MMT Hotels Search & Cache Team

Whole purpose of cache is to give fast response time during hotels searching as we experience average daily traffic of 30Million requests. While Search part involves requests and responses from different domestic and international vendors. Involved in the development of cache system improved the response time by 30x for nearly 95% of request.
Technology Used: Java, Spring, Cache Concepts, Rest-based APIs

Airtel (2016-2017)
Backend Developer (Telecommunications Department)

Add and Modify new and old APIs according to business requirements of MyAirtel App as a backend developer and functionality of Airtel Myplan, Airtel Surprise Offers, Airtel Secure.
Technology used: Java, Amazon S3, Spring, MongoDB

Full Stack Development for Airtel Global Business Portal (Phase 1) from scratch. International Client can purchase various packs like Data, Voice, SMS according to their requirement.
Technology used: Spring Boot Framework, Angular 4

Education 🎓

B.Tech Computer Science 2013, *Maharshi Dayanand university, Rohtak.*
2013:
Game Designer, developer and tester in the development of the action and strategy game "Escape" (using C++ and Visual Studio 2010 IDE). Game uses the concepts of artificial intelligence which led the selection of project into the Indian finals of Microsoft Imagine Cup 2014.

2012:
Developed a classic 2D Snake Game in C++ using Turbo C++ as a IDE
Developed two player Chess Game using Java SE Development kit 6.

Conceptual skills 💡

Designing Micro-services based architecture: Decomposition of modules, Distributed Systems, Load Balancing, Cache Systems, Messaging and Remote Procedure Invocation patterns, Circuit breaker, UI Patterns, Cross-cutting concerns and logging.

Assessing and designing algorithms in terms of their space and time performance and optimality.

Data structure concepts (trees, graphs, heaps, linked-list, hashing etc.) and the algorithms related to them

Technical Skills 🖥️

Languages:
Proficient in Core Java
(Collections, Multi-Threading)
C/C++, C#, Python

Web Services:
SOAP, REST based.
J2EE Technologies:
Spring, Spring Cloud, Servlets, Hibernate,

Databases:
MySQL, MongoDB (NoSQL), Redis

• Game Development: Unity (Beginner)

Awards & Achievements 🏅

Team lead, designer and developer of the team Quad Core project "The Escape" which was chosen in the top four game projects in all over India in Microsoft Imagine Cup 2014 and won 40K INR.

Gameplay link: youtu.be/5koUpb6d1H8
Twitter link: twitter.com/QuadCoreGames

Won Delivery unit prize for best idea for innovation in Accenture in December 2014.

Leader and won the Techgig Coding Challenge (Sep,Nov,DEC 2012) in C#, C, C++.

Scored overall 99.3 percentile in E-litmus Exam (Aptitude based Exam).