Shlok Gondalia

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KEY SKILLS

- **Languages:** JAVA, JavaScript, TypeScript, Python, HTML, CSS, C++, C, C# and SQL.
- **Libraries & Frameworks**: React, Node, Flask, Spring Boot, SASS, Bootstrap
- **Testing:** Jest, Junit & Postman
- **DevOps:** AWS Management Console, AWS CDK, Travis CI, Webpack, Docker & GitHub Actions
- **Tools:** GitHub, Git, NPM, JIRA, Code Climate, ZenHub, and Slack.

EXPERIENCES

SOFTWARE DEVELOPMENT ENGINEER, SunPower Corporation *(Bellevue, WA)* Apr 2023 – Present

- Led the design and development efforts with the engineering team, PMs, and UI Designers to create a dynamic, React, and Java-based end-to-end Loan and Lease Origination System to streamline solar financing. This system is used by thousands of customers across the continental U.S., handling **$25 million** annually.
- Designed and implemented an API Key Management and Authentication system enhancing accessibility and security for third-party client interactions.
- Contributed to the design and rollout of Role-Based Access Control (RBAC) in the Loan and Lease Origination System and Internal Ops Dashboard, benefiting thousands of users.
- Contributed to the design and rollout of an OTP-based Authentication system to streamline the user application process, eliminating the need for account creation.
- Optimized code maintainability by **20%** by designing and implementing modular schemas, effectively reducing redundancy.
- Implemented robust data validation mechanisms for large-scale data models, fortifying security across request payloads.

SECURITY ENGINEER, Amazon *(Bellevue, WA)* July 2022 – Apr 2023

- Created an ML-based anomaly model to identify users with an unusual number of HTTP requests.
- Designed and implemented a system to cluster security issues in a date range.
- This feature will help security engineers prioritize solutions focusing on top risks in Alexa, reducing turnover time by **50%**.

SECURITY ENGINEER INTERN, Amazon *(Bellevue, WA)* May 2021 – Aug 2021

- Designed and implemented an intelligent sampling model for data loss prevention.
- The ML model helped to catch clusters, which can result in data loss 99% of the time, thus reducing the overall risk by 99%.
- The initial pilot projected cost savings of **$270k/month** for the service team.

WEB DEVELOPER, Honors Dept. *(Fort Collins, CO)* Sept 2019 – May 2022

- Maintained and updated the website with various online services with over 1700 daily active users.
- Designed and implemented the online process for the Formal Thesis, which was previously based on papers.
- The front end uses MojoPortal and Bootstrap & the back end uses .NET and MS SQL Server.

RESEARCH ASSISTANT, CS Dept. *(Fort Collins, CO)* Aug 2019 – Jan 2022

- Inspect data quality from six organizations through our tool to find anomalies.
- Upgrade **Python** code to improve the efficiency of the tool based on the inspection results.
- Worked on a tool that can find faults in data accurately without consulting the client, thus saving **2-3 days** of the client's time.
- One of the four authors of the paper published at the IEEE Big Data 2020 conference.

CYBERSECURITY INTERN, Cybersecurity Center *(Fort Collins, CO)* May 2020 – May 2021

- Worked with Fort Collins Energy Department to find businesses and households that showed suspicious behavior.
- Used Long Short-Term Memory (**LSTM**) autoencoder tool & **SQL** Queries to analyze data for anomaly detection.
- This helped the Fort Collins Energy Department locate faulty equipment in the city.

EDUCATION

Bachelor of Science in Computer Science (Summa Cum Laude) with Mathematics Minor
University Honors Scholar GPA: 4.0
Colorado State University (CSU), Fort Collins, CO

PROJECTS

TRIP PLANNER (React, **Java, CSS**, **GitHub**, **Node.js** & **NPM)** (More info can be found **here**)

- Created a single page, mobile application, and microservices similar to Google Maps, where users can plan a trip.
- Semester-long project in a team-based Agile software development environment.

MULTIPLAYER CHESS GAME (React, **Java, CSS**, **GitHub**, **Node.js** & **NPM) (**More info can be found **here**)

- Create a mobile responsive, single-page Multiplayer Chess game with microservices.
- Implemented secure user authentication with hashed passwords & Auth Tokens for seamless gameplay between users.