**Skills** \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  
  
• C# | .NET | Java | JavaScript | TypeScript | C++ | C | CosmosDB | MSSQL | Node | Express | React | Vue | Redux | jQuery | NoSQL | Git   
• Azure | Cloud Computing | CI/CD | XUnit | Jest | Cucumber | Nightwatch | Unit Testing | Lambda | OOP | Unity 2D | Game Development  
• Microservices | Distributed Systems | Frontend | Backend | Full-Stack | English, Korean, Japanese – *All professional proficiency or above*

**Experience** \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

| **Research Intern** |  | **TSS** | *Mumbai, India* | **11/2023 - Present** |
| --- | --- | --- | --- | --- |

• Led the design and development of multiple enterprise-level microservice applications of Commerce Experience Group, driving $35.3   
 billion of revenue every year using the latest technologies of **Azure, C#, .NET, Cosmos DB, Azure Functions**, **Key Vault, and** **MS Graph**.  
• Designed and implemented scalable APIs and background workers for managing first- and third-party proprietary licenses using **.net   
 Core, Azure Functions**, and other **Azure cloud technologies** that serve millions of license requests daily.  
• Led the development of several products E2E, from identifying system requirements and partner dependencies to workload balancing,   
 software implementation, engineering, testing, and configuring metrics, alarms, monitors, and dashboards.  
• Enriched system metrics by integrating the platforms with telemetry; facilitated in-depth logging by correlating APIs with vector contexts.  
• Continuous Integration/Deployment Pipeline Integration, pull requests, code reviews, load/stress testing, unit/integration/e2e testing

| **Intern** |  | **Analytics Valley** | *Banglore, India* | **04/2017 - 04/2018** |
| --- | --- | --- | --- | --- |

• Internship Focused on developing and implementing APIs, emphasis on building robust and efficient systems. Involved in machine

-learning tasks and Database.

• Developed a robust and efficient database API as part of an internship program using **Django** and **rest framework**.

**Education** \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

| **Bachelor of Science** |  | **Carnegie Mellon University** | *Pittsburgh, PA, USA* | **08/2007 - 12/2010** |
| --- | --- | --- | --- | --- |

• Major in Electrical and Computer Engineering

**Projects** \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  
  
• **COLORMAN:** Creator of a 2D mobile strategy puzzle game (Unity 2D, C#, Android, iOS). Link to [YouTube](https://youtu.be/XcmrRloeSEw?t=829) Gameplay **(07/2020)**  
• **SPIKE:** Designed and developed an award-winning action puzzle game [SPIKE](https://youtu.be/XcmrRloeSEw?t=929) at a Game Development Competition in Japan **(03/2013)**

**Mentorship** \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  
  
• [**Springboard**](https://www.piratekingdom.com/deals)**:** Coding Bootcamp Mentor responsible for mentoring and giving career advice to SWE students **(01/2021 - 04/2022)**• **Computer Science Tutor:** Programming | Data Structure and Algorithms | career advice | coding interview prep | professional portfolio

**Others** \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  
  
• **Bronze Award**: Won 4th prize for the development of action game [SPIKE](https://youtu.be/XcmrRloeSEw?t=929) at HAL Game Development Competition in Tokyo **(03/2013)**• **Certificate of Japanese Language Proficiency N1**: The highest-level certificate of Japanese proficiency ([24.1%](http://www.jlpt.jp/e/statistics/archive/201202.html) Pass Rate) **(02/2014)**