Vipul Singh

https://vipul-21.github.io/ Mobile: +1-213-448-0661

**EDUCATION** 

University of Southern California

Master of Science in Computer Science;

GPA - 3.8

January 2019 - December 2020

JSS Academy of Technical Education

GPA - 3.75

Bachelors of Technology(Honours) in Information of Technology;

August 2012 - July 2016

Email: vipulsin@usc.edu

PROGRAMMING SKILLS

• Programming/Languages: : Javascript, Python, Go, HTML5, CSS3, Less

• Technologies: ReactJs, AngularJs, Redux, MobX, Redux-saga, NodeJs, GraphQL, ExpressJs, Jasmine, Jest, Protractor,, DraftJs, AWS-(EC2,Lambda,Route53,S3,Cloudwatch, DynamoDB), MongoDB, jquery, ES6

**EXPERIENCE** 

**Amazon Web Services** 

Seattle, United States

Software Developer Engineer Intern

May 2020 - Present

Information Sciences Institute (ISI)

Marina Del Ray, United States

Student Web developer

May 2019 - May 2020

• **Deriva Webapps**: Built a configurable plot with AngularJS and plotly to visualize the trends by dynamically fetching huge amount of data from NIDDK-funded consortium. Implemented unit test cases with protractor and jasmine for MVC tool.

Involvio Noida, India

Senior ReactJs Developer

June 2018 - December 2018

• Campus kit: Developed a customizable student engagement platform with comprehensive features for 50 schools, based on ReactJs and MobX. Increased number of daily active users by developing group and calendar events feature.

Noticeboard Bangalore, India

Senior Web Developer

March 2017 - March 2018

• Noticeboard Web App: Developed frontline communication platform using ReactJs, Redux and Redux-saga.

- \* Developed a rich text editor by designing a modified framework having multiple widgets based on DraftJs.
- \* Built and deployed cron scripts in GoLang utilizing concurrency power to automate process for sending out bulk notices to thousands of user at same time. Optimized the load time by using SSR to support low bandwidth.

ClayPlay - Top 15 ideas of India in 2016 by Economic Times

New Delhi, India

Technology Lead

April 2016 - February 2017

- o ClayPlay Web App:: Created an automated packaging tool to handle multiple aspects of an international holiday.
  - \* Designed a microservice using ExpressJS, which included a cron job worker architecture syncing up with 15 travel vendors data, and REST APIs exposing the data for use.
  - \* Supported faster retrieval of data by integrating GraphQL middleware layer between REST APIs and frontend.

## **PROJECTS**

- Soteria( Python and Javascript): Prevents harassment and misconduct cases by observing the surroundings of a person using computer vision and alerting both the person and the nearest police department.
- Vote on Chain (ReactJs, Solidity and NodeJs): Managed team to deploy webapp for casting of votes in elections to increase transparency with blockchain.
- React Semantic UI (ReactJs and Jest): Open source contribution of popup triggering on various events.
- Validator.js: Open source contribution of feature for validation of phone numbers from multiple countries.
- React Skeleton Loading ( ReactJs ): Created node module for skeleton loading for web based application.

## **ACHIEVEMENTS**

- HackSC 2019: Second position for proposing solution for Totle incentive problem for accuracy and attack resistant.
- Viterbi Hackathon 2019: First prize for proposing solution of trust mechanism on an Etherium blockchain to find malicious accounts responsible for cyber ransomware.