**VINEET BHAROT** LinkedIn: <http://www.linkedin.com/in/vineet-bharot> Phone: +919137659918 GitHub: <http://github.com/vnt-github>

Email: [vineetbharot@gmail.com](mailto:vineetbharot@gmail.com) bitbucket: <https://bitbucket.org/vineetbharot/> Computer Science undergrad from N.I.T Delhi with 2.5+ years of professional experience in application development and software design. Proactive and highly motivated to contribute to the production environment of a software organization.

**EDUCATION**

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| --- | --- | --- | --- |
| Bachelor of Technology, C.S.E | National Institute of Technology, Delhi | 2017 | 7.58 /10 GPA |
| Senior School Certificate | G.M.S.S.S-19, Chandigarh | 2013 | 87.60% |

**SKILLS**

|  |  |
| --- | --- |
| Programming/ Scripting | Python, JavaScript, UNIX shell/Bash, React.js, C, C++, GodotScript |
| Databases | CouchDB / PouchDB, MongoDB, Redis, MSSQL |
| Framework/Tools/Engines | Express, Node.js, Flask, Docker, Kubernetes, AWS, Locust, Jenkins, Vagrant, PM2 |

**PROFESSIONAL EXPERIENCE**

1. **Software Engineer, Ubisoft** May 2019 – Present

*Network programmer responsible for developing solutions for players and communities to connect and play together in real-time on the local network or the internet, ensuring the best multiplayer experience given game design and network constraints.*

* Enhanced the security of node servers to prevent CSRF, CORS and Eavesdropping attacks by designing and implementing in-house security protocol using proxy protocol headers, Redis and geolocation IP over Web Sockets and TCP sockets,
* Decreased player joining time by 25% by optimizing data exchanged in the initial connection between client and server.
* Developed features associated with player matchmaking, engagement and gameplay for our cloud-hosted online game.
* Provided Support for Global Network Solutions team in Paris and Bucharest in updating and upgrading AWS instances by developing Virtual Machines’ vagrant and provisioning scripts, helping in cost-cutting.
* Increase logs retention by 50% by categorizing, consolidating and pruning logs.
* Implemented cost and performance enhancements after analyzing architecture and data communication pipelines using Statsd, Kibana, Elasticsearch and Grafana, documenting and representing it visually with Flow diagrams.

1. **Software Developer, K.T.D.S (Houm Ireland ltd.) July 2017 – March 2019**

*Core tech team member responsible for designing and developing parts of core architecture and various application features along with performing initial load testing and deployments*

* Implemented Replication Protocol for CouchDB (NoSQL DB) in microservice that acts as a replication target for CouchDB/PouchDB clients using nano.js.
* Implemented the OAuth2 Server in Node.js following the oauth2-server specifications.
* Implemented fetching, batching and processing of Big Data from various sources (Google, Dropbox, Facebook) in python.
* Implemented highly scalable microservices developed on SocketCluster (node.js framework) and Celery (Python asynchronous distributed task queue) and hosted using Docker and Kubernetes.
* Configured and Deployed monitoring using E.L.K stack, graphite (Statsd), Prometheus and Grafana on Kubernetes.
* Implemented basic UI for monitoring app using React with Redux and server-side logic for handling chat Messages.

**ACADEMIC PROJECTS**

1. **Research Internship, N.I.T Delh:** [**https://vnt-github.github.io/workshop3d/#/edit/geometry**](https://vnt-github.github.io/workshop3d/#/edit/geometry) **May 2016 – July 2016**

* Developed an application titled "workshop 3d" that allows a user to create, edit, modify, and texture 3D objects.
* Designed the framework in a way that allows the application to be run on web browsers in offline/online environment.

1. **Research Internship, N.I.T Delhi:** [**https://github.com/vnt-github/iot/blob/master/README.md**](https://github.com/vnt-github/iot/blob/master/README.md) **May 2015 – July 2015**

* Developed a framework for IOT on which any device can be simulated using python scripts can be controlled remotely.
* Developed simulation of behavior of various devices communicating with each other and the main server.

**PERSONAL PROJECT**

***BLOCKIT !(Android Game):*** [***https://play.google.com/store/apps/details?id=com.vnt.blockit&hl=en***](https://play.google.com/store/apps/details?id=com.vnt.blockit&hl=en)

***March 2013 – August 2013***

Developed concept and gameplay for BLOCKIT!, a 2-d puzzler for android, as a side pet project using python and Pygame.

Led a team of 6 members and tested the game for various android devices and launched on google play store.

**BLOGS**

* Ori and the Blind Forest: <http://lightning47.blogspot.in/2015/08/ori-and-blind-forest.html>
* The Evil Within: <http://lightning47.blogspot.in/2015/06/the-evil-within_23.html>